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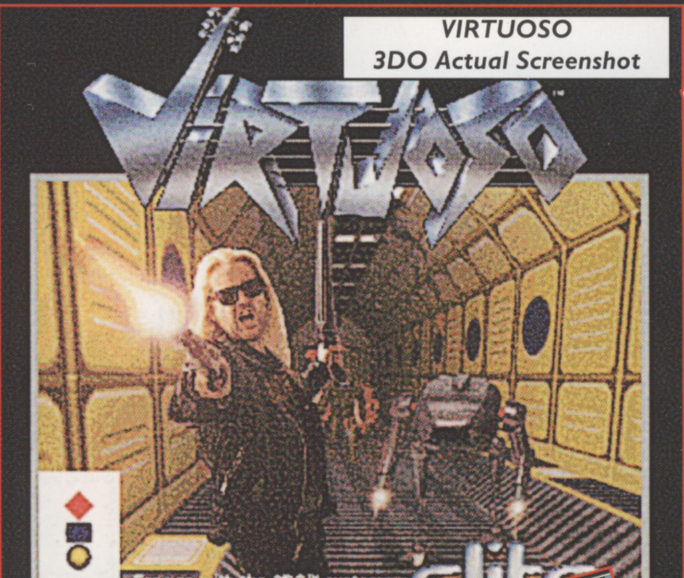
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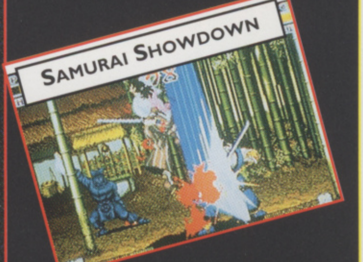
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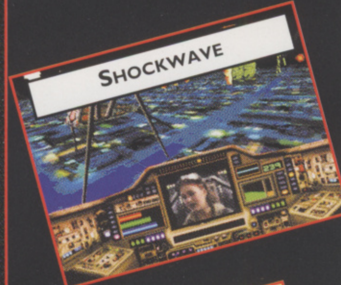
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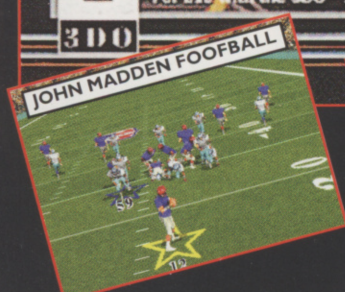
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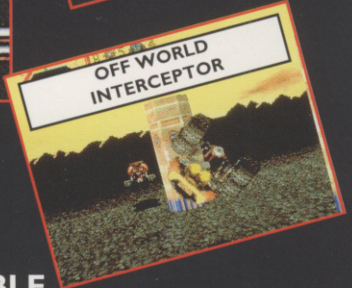
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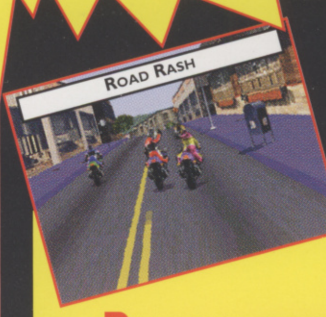
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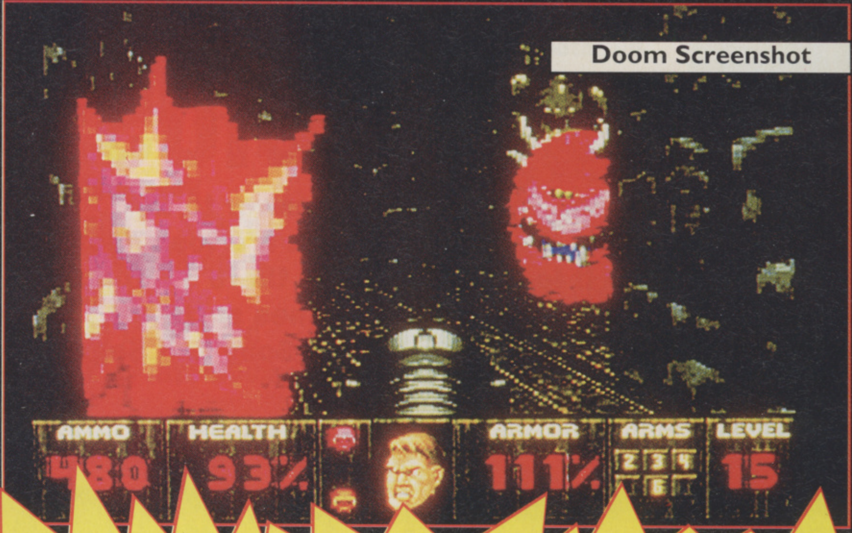

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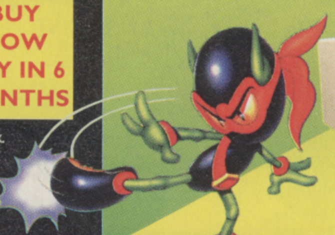

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TEKNO
SPECIAL STARTS p.13

the new machines

TOSHINDEN, ULTIMATE PARODIUS AND MORE!

It's the PlayStation's answer to the Virtua Fighter on Saturn. It's Toshinden and it looks *smart*. Plus there's a round-up of all the new machines software. There's a race between Sony and Sega and it starts on page 13...

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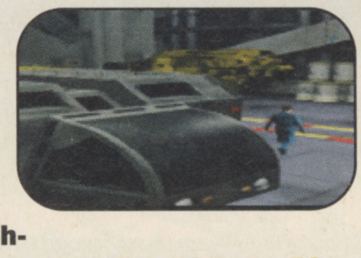
FEBRUARY 1995 • ISSUE 159

WING COMMANDER 3 – the ultimate pc game?



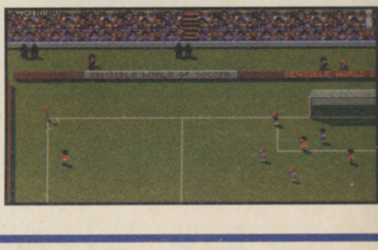
The latest Wing Commander... great gameplay and graphics, plus proper actors, too! Page 58

THE BEST EVER FOOTBALL GAME...

No kidding, International Superstar the best, most realistic ever football game. Just read it – Page 62

SENSIBLE WORLD OF SOCCER

Football fever indeed! The Sensi boy's latest isn't half bad either! Page 80



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- Nosferatu – SNES
- Noctropolis – PC

WIN RIDGE RACER AND A PLAYSTATION – SEE PAGE 96

connected

the **wired-up** gaming news section

Right now, 3DO has a rather smart collection of games to support it – however, enthusiasm among the industry for the machine is far from solid. Let's hope that the announcement of 3DO2 reverses the trend....

Use SNES joypads with your 3DO

Visit the sands of Egypt...

Here comes Chaos Engine 2...

New mech game - arise ye robots!

Commodore deal 'not far away'

New Middle East war opportunity

First shots of PlayStation newies

Wireless 3DO wondergizmo

Hey, games are great - it's official!

SUPER 3DO FOR 1995

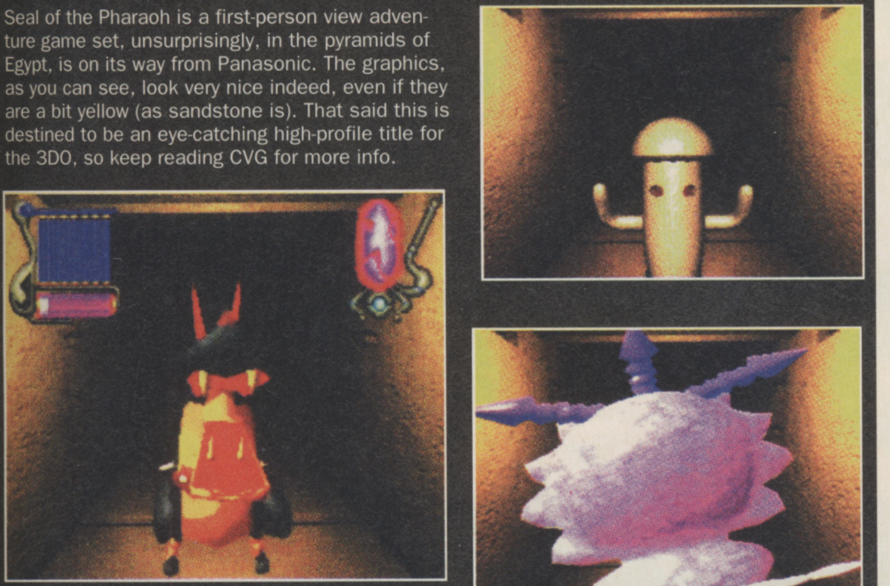
3DO seems set to jump back on the new consoles bandwagon....

While games industry pundits put Trip Hawkins' 3DO behind in the race for dominance of the 32-bit market, according to news reports from The Daily Yomuri, which is the Tokyo equivalent of The Daily Mail, Panasonic's parent company, Matsushita, has unveiled plans which, if they prove to be successful, will transform the 3DO into the most powerful home machine around.

A few months ago we brought you news on the 3DO2, codenamed Bulldog. Well it now seems that Matsushita already has development versions of a 64-bit Power PC-based 3DO running at 66Mhz. This makes it, on paper at least, more powerful than Sega's new Saturn and Sony's PlayStation (see pages 13 to 36 on the new machines) combined and it's rumoured to be coming out for only £100 more. It's strange that this development should be happening in Japan rather than America where the 3DO machine originated. It seems as though Matsushita has decided that Sony's forecasts look good and realise that they can also carve out a large chunk of the home entertainment market for themselves. Additionally this new machine will also be cable-ready, so it's capable of running interactive TV services – a first for a home machine.

BARNET PHARAOH

Seal of the Pharaoh is a first-person view adventure game set, unsurprisingly, in the pyramids of Egypt, is on its way from Panasonic. The graphics, as you can see, look very nice indeed, even if they are a bit yellow (as sandstone is). That said this is destined to be an eye-catching high-profile title for the 3DO, so keep reading CVG for more info.



Jaw blimey, up the apple and pears, I'm in a flickin' pyramid I am.

3DO JOYPAD BREAKTHROUGH

If Nakitek's joypads (see story above right) don't sound like your sort of thing perhaps the forthcoming WIT Adaptor is more up your street. This allows you to use any Super NES joypad on your console. Given the range of Super NES controllers out there this sounds like quite a good idea. The adaptor also features a second joypad port to replace the annoying one on the bottom of standard 3DO pads. Release dates over here are shakey as yet, but try ringing importers for American versions which are already available.

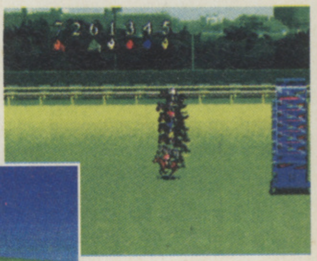
Finally, no more having to use the 3DO diagonal-less joypads. Bring on Street Fighter.

THUMB-SAVING FUN

If you own a 3DO you may have realised that no matter how good the game the joypads always leave something to be desired. Well wave goodbye to that scabby thumb with Nakitek's new creation – a wireless 3DO pad with a (supposedly) more comfortable and responsive feel. The pads are compatible with any make of 3DO (even the ones which aren't out yet) and have all the slowmo/turbo buttons you'd expect these days. Nakitek pads should hit these shores early next year for about £30-40 for two controllers and a receiver, so they're cheap too.

And don't forget to buy some batteries. These things always take loads.

FUN WITH YOUR JOCKIES



Are you very short? Fiddle your taxes? No? Well, even if none of these apply to you the joys of jockeying are still within your grasp. Koei is hard at work on Winning Post a horse racing/breeding sim for the 3DO. All the elements of the real thing are included, so expect business sections along with bet-placing racetrack action. Winning Post should be finished by the time you read this for a first-quarter '95 release.

And it's McGregor's Apple at 5/2 with Bader's Earlobes at threes and lunch at half-four.

BIKER MICE FROM MARS

Real mice don't eat cheese.

Biker Mice turn their noses up at even the strongest gorgonzola. Whe our heroes need to fight off hunger in the battle to save Earth they rac for a SNICKERS. In this fast-action game only SNICKERS gives you th hunger satisfaction to cheese off the competition and finish first. Bike Mice From Mars© video game on Super Nintendo is out at the end of January. Discover if you're a man or a mouse.

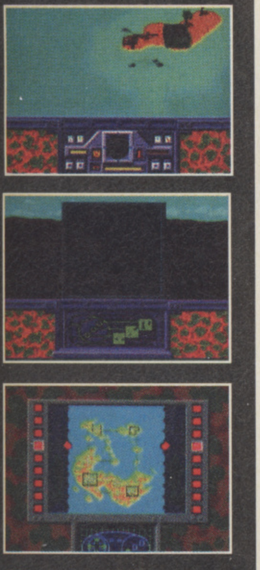
KONAMI

SNICKERS

©Biker Mice From Mars 1994 Brentwood Television Funnies licensed by the Beanstalk Group. © Mars Confectionery 1995.

KILL MANY PEOPLE

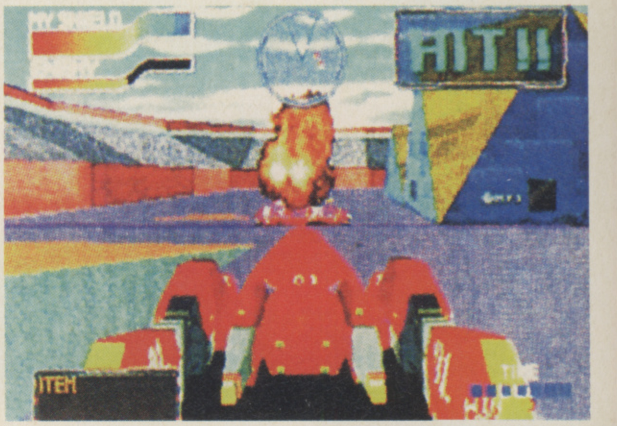
Fans of wars will soon be able to 'liberate' lots of oil fields on their 3DOs. Return Fire is the name of the game, and it's a combat simulation set in the Middle East. You're given a four-unit task force with which to claim a flag hidden somewhere in the play area. Apart from the fact it features lots of fighting that's all we know about it at the moment, but rest assured that when we know something else we'll tell you.

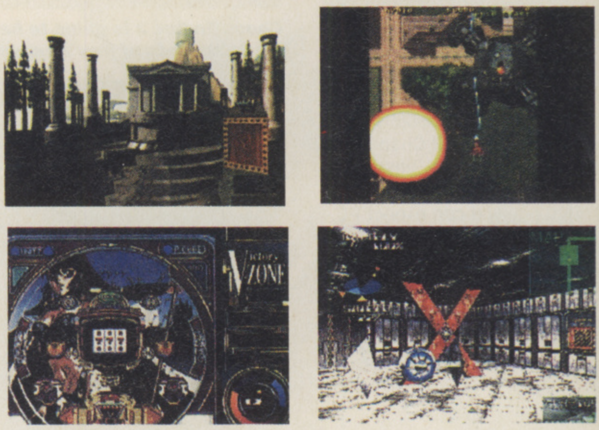


Where do middle-eastern dictators eat? Scud-u-Like. Ho flippi" ho.

PLAYSTATION SOFTWARE SPESH

A number of new PlayStation titles have reached our attention, although details are scant at present. The games are all destined for a release next spring and include Space Griffon VF-9, a Doom-type game set on a space station and featuring lots of robot-blasting fun and a simultaneous two-player mode. The others are a Raidenesque top-down shoot-'em-up with an unpronounceable Japanese name, classic PC adventure Myst (which looks better than ever), Victory Zone, a very sad pinball title and another first-person perspective title set in a futuristic cyber-environment. There's also the inevitable side-on beat-'em-up, which features some of the most outlandish characters and backgrounds in the genre. Probably the most interesting (if not the best) of these is a game which appears to give you control of a giant airship. If the idea of Zeppelin Commander appeals to you this could be your lucky console. We hope to have more pictures and information on all of these (except Victory Zone) next month.

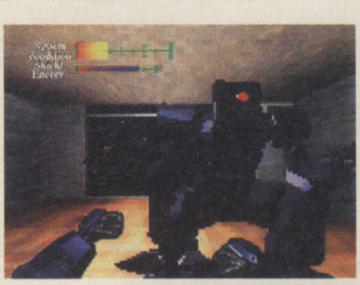


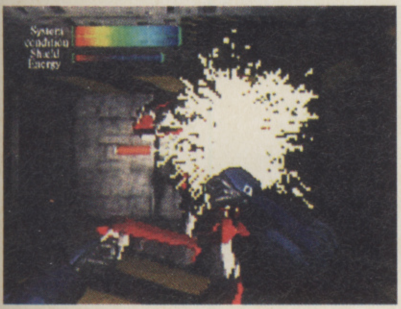


Look out for more information on these up-and-coming PlayStation games next month.

MORE ROBOTS ON THE RISE

If you're a 3DOwner fed up of hearing about how all the other new consoles have giant robot games and yours doesn't, take heart. Belzerion is on its way. Like a lot of games these days it's viewed through the eyes of your very own gun-toting robot warrior and features some truly splendid graphics.

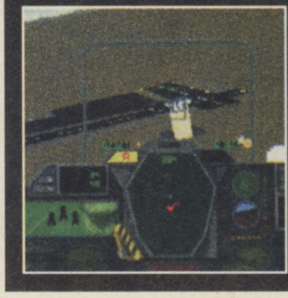


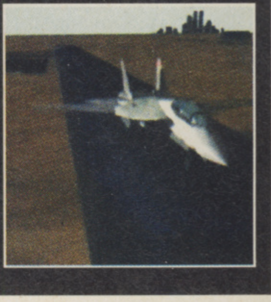


Erm, warning, extreme danger. Exterminate, we will conquer. And stuff.

STALK OF THE TOWN

VR Stalker isn't about following famous people as you may expect. It's actually a combat flight sim for the 3DO which puts you in control of an F-14 Tomcat. We have no idea how it's going to play, but the graphics look great. Stick with us for any new developments.



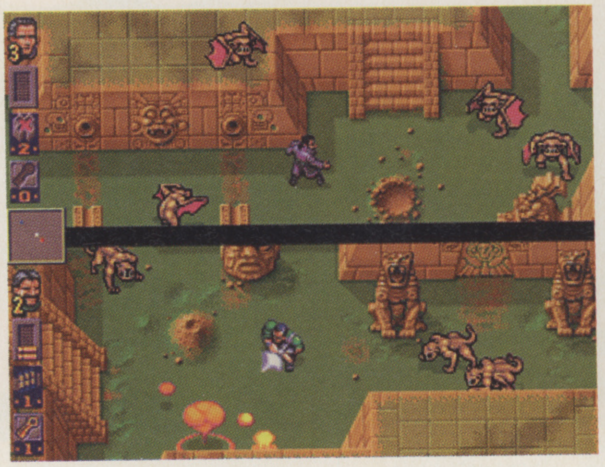


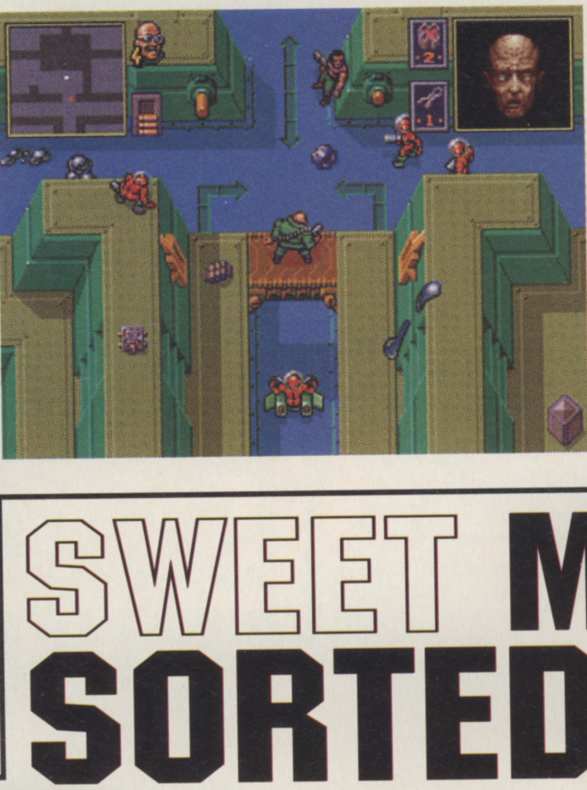
CHAOS THEORY

Those renegade games publishers, uncannily called Renegade, are getting ready to launch Chaos Engine 2. The storyline is a weird mish-mash of subjects which take you back to Victorian England, albeit a steam-driven cyberpunk version of said era, where you have to fight your way through legions of nutters in an overhead scrolling shoot-'em-up.

Number two will in fact have a two player mode, putting you in direct competition with either a friend, enemy or computer opponent and will have the original mean and moody characters, but with some mega enhancements, plus an interactive 3D landscape, a morphin' size range of power-ups and we're promised a formidable soundtrack. The original Chaos was an excellent shoot-'em-up and was released across the formats and you can expect PC, PC-CD, SNES and Mega Drive versions with the Amiga version arriving first around Easter time.

The original Chaos Engine scored a respectable 90% in CVG.


Chaos Engine 2 is going to have a two-player split screen mode and lots of new weapons.



GAMES ARE GOOD FOR YOU...

If you're the kind of kid who likes to play hooky from school and hang around seedy arcades – tough luck. New research from Anglia Polytechnic University would seem to indicate that, despite your best efforts, you're still learning. "One finds that the way in which children approach problems presented by games is frequently very close to the way that they should solve problems in their science class at school," says Professor Stephen Hepell of Ultralab, the university's research centre. He's got a number of other interesting findings, so if you'd like more information ring 0171-381 4505.

COMMODORE DEAL NEAR?

Fingers crossed for the future of Commodore. Miami-based Creative Equipment International has entered the foray with a cash deposit to aid its bid for CBM's assets. The final decision rests with Commodore's liquidator and creditors, but it's probably the most promising sign for the future of the company we've seen since its liquidation.

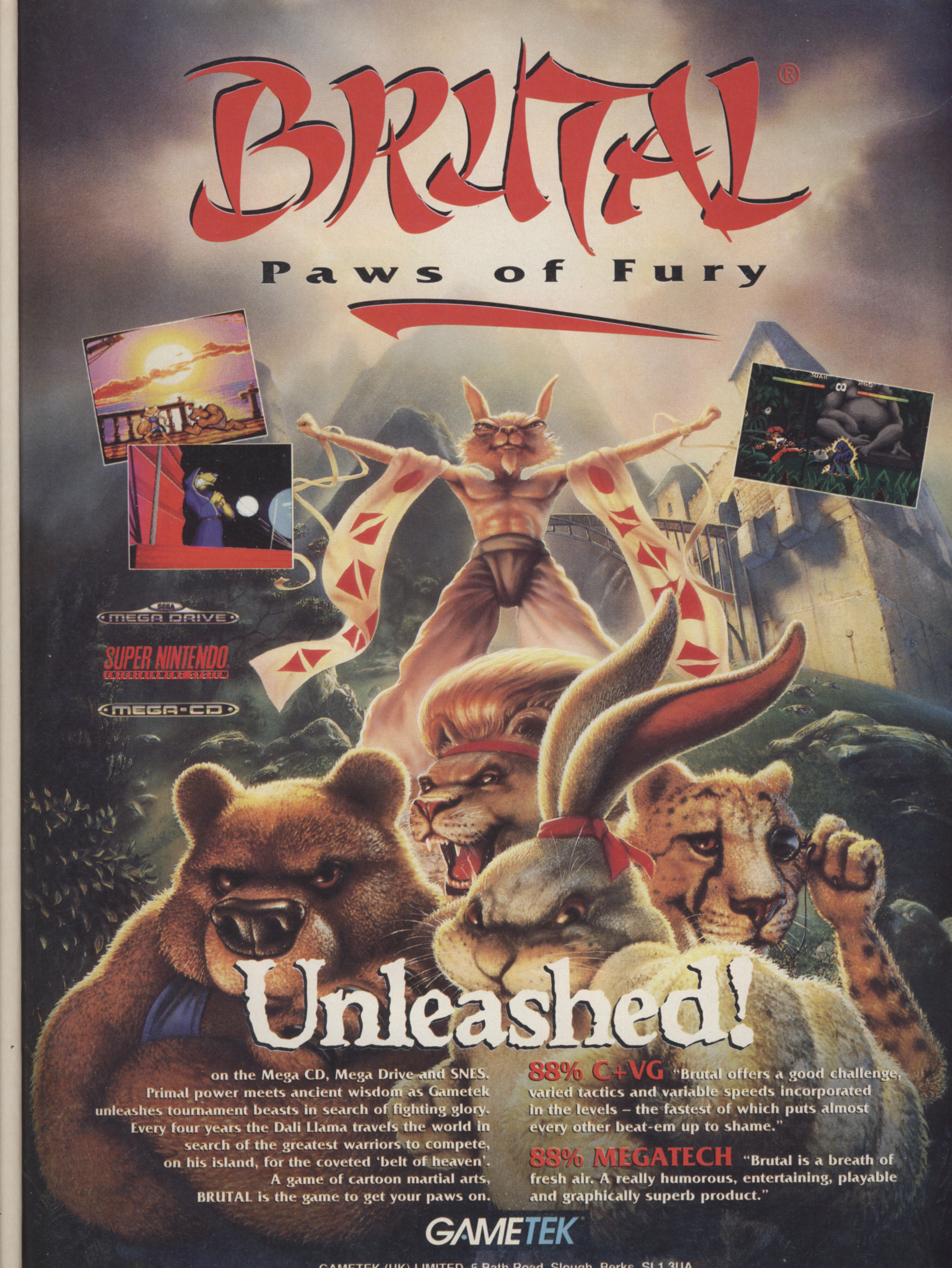
VIC TOKAI AN APOLOGY

Our apologies go to the Vic Tokai company, which was the sponsor of last month's fabulous Saturn competition. Vic Tokai is the publisher of Kick Off 3 and not Imagineer, as was stated in the competition.

SWEET MATE, SORTED

You may already have read snippets about this, but here's more shots of Rave War (which is being renamed for our rather rave-sensitive country) from Namco. Rave War will first see light of day in arcades around the world where it goes into direct competition with Virtua Fighter 2 (reviewed last issue). Once there's a bit of brand awareness a nearly-completed Playstation version is ready to roll. Word has it that it's actually more fluid than Sega's effort, but all we know so far is that each character in the game has a lengthy and convoluted plot history. More on this as soon as we can get it

Ha, I'll teach you to let your dog dump in my garden.



on the Mega CD, Mega Drive and SNES.
Primal power meets ancient wisdom as Gametek
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Every four years the Dali Llama travels the world in
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on his island, for the coveted 'belt of heaven'.
A game of cartoon martial arts,
BRUTAL is the game to get your paws on.

88% C+VG "Brutal offers a good challenge, varied tactics and variable speeds incorporated in the levels – the fastest of which puts almost every other beat-em up to shame."

88% MEGATECH "Brutal is a breath of fresh air. A really humorous, entertaining, playable and graphically superb product."

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THE RACE IS ON...

With Ultra 64 not scheduled to appear in Japan until the end of 1995, the 32-Bit battle for the hearts, souls and cash of gamers is a two-horse race between Sony and Sega. In one corner a company with an established track record, big-name characters and huge brand loyalty. In the other the new boys, with an undeniably powerful machine, but a lot to prove. Round one had Virtua Fighter putting the Saturn on top, this month it's the turn of Ridge Racer and the PlayStation. Is it an early knock out for Sony?

Read on...

TEKNO

the new machines

THE RACE

They're both here – so who's best? Is the Saturn standing tall, or is the PlayStation proving the doubters wrong?

With Virtua Fighter on the Saturn Sega proved that all the money they've poured into arcade machines has been well invested as they can now bring those games into the home. Sony, on the other hand, has had a tougher job with plenty of people doubting that the debut boys could make the kind of splash they promised with the PlayStation. So far they've succeeded...

But what about us? We don't want to wait 10 months for this hardware. Plenty of people are prepared to pay import prices for one of the systems – but which one? To judge these machines on power is wrong – while the PlayStation is slightly better specced, it's like the difference between a car that does 190Mph and one that goes 200Mph – they're both bloody fast and you're not going to be able to use that kind of speed any way. Buying decisions should based on the kind of games available, those that are coming out, the type of game you like and the quality they're coming through at. At the moment the PlayStation is slightly more popular in the office that the Saturn. Partly because it looks better, and mainly because Ridge Racer is a better game. Next month things could be different – it depends on what games come in.

Over the next 17 pages we've covered all the new software for both systems, read it and judge for yourself just which machine you'd like in the home. The party's over, it's now time for the new consoles to prove themselves.

SEGA SATURN

IS ON...

RIDGE RACER
P16-19

TOSHINDEN
P20-25

PHILOSOMA
P26-27

CLOCKWORK KNIGHT
P28-29

ULTIMATE PARODIUS
P30-31

MOTO TOON
P33

SPEED 295 KM/H
LAP:01/03

FOUR-GAME ROUND-UP
P34-35

Q&A SPECIAL
P36

the new machines

- PLAYSTATION
- Namco/ Out Now

ridge

TIME
42
POSITION
12/12
LAP TIME
0'06"200
RECORD
0'56"765
TOTAL
2'50"765
3 FEELING OVER
198 km/h
NAMCO
3
RAVE WAR
GALAXIAN3
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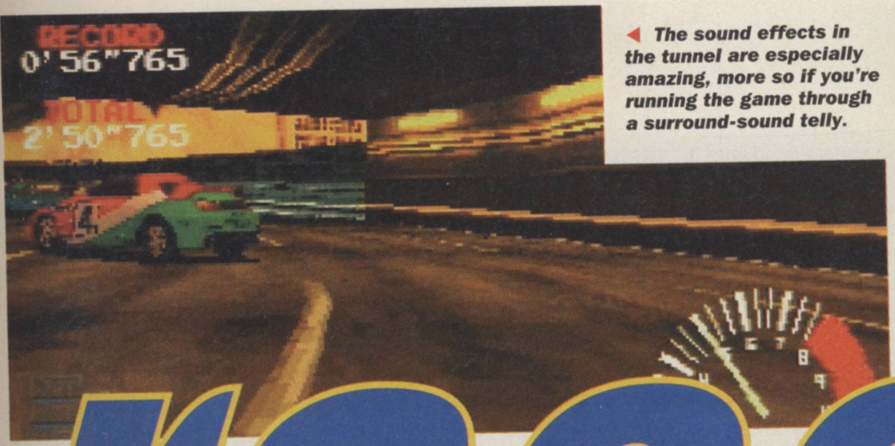
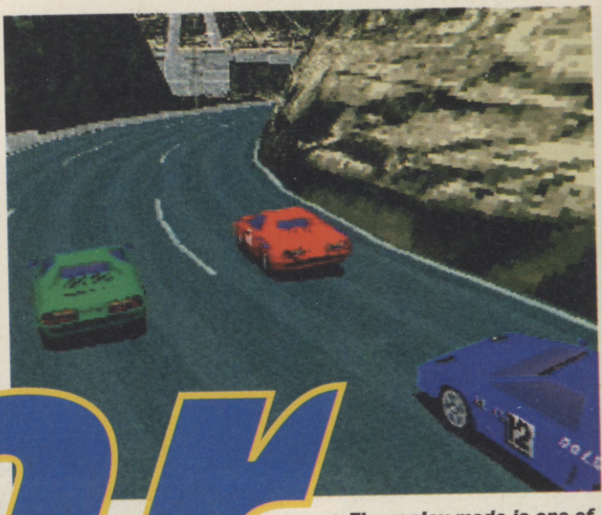
All your best times along with the extra stages you've activated can be saved on to the PlayStation's memory card.

● PRICE: £79.99 ● AVAILABLE ON IMPORT FROM COMPUTER EXCHANGE (0171-636 2666)



◀ ***The sound effects in the tunnel are especially amazing, more so if you're running the game through a surround-sound telly.***



▲ ***The replay mode is one of highlights. The only thing it doesn't have is Need For Speed-style crashes.***

racer

Is this really the reason why you need a PlayStation, or should you hang around and wait for Daytona...

Like Virtua Fighting on the Saturn, this is the game that, initially at least, the PlayStation will be judged on. It's certainly a title that shows off the machine's capabilities, but is it the right game for the job?

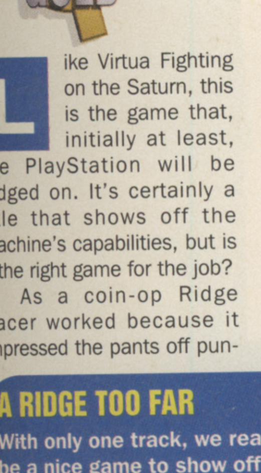
As a coin-op Ridge Racer worked because it impressed the pants off punters, but it was very much a case of 'all mouth and no trousers'. Cowering beneath the awesome visuals was some pretty weak gameplay that wasn't helped by unresponsive controls. The PlayStation version tells a different story though.

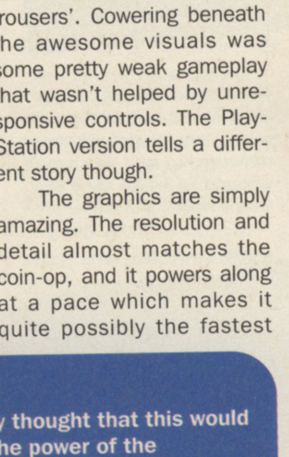
The graphics are simply amazing. The resolution and detail almost matches the coin-op, and it powers along at a pace which makes it quite possibly the fastest racing game anywhere. The frame rate does drop once in a while when the screen gets very busy, but this is a rare event and one which usually passes unnoticed. Namco has remembered to include the plane taking off, complete with digitised jet engines, but you're usually far too busy keeping your eyes on the road to notice it.

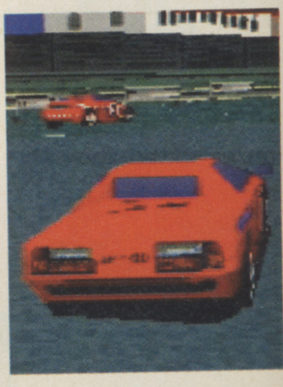
The biggest concern any of us had was lastability. A race game with one track may be all right in Japan when you're paying £30 for it, but if you're shelling out for import prices you want something that you'll be able to sit down and play – not just an easy way to impress your mates. Strangely, though, this hasn't turned out to be a problem. The four difficulty levels affect the size of the track, skill of the other drivers and the road-handling of your car. And if you complete all the tracks, there's a mirror mode which reverses the course so you're racing in the other direction.

A RIDGE TOO FAR

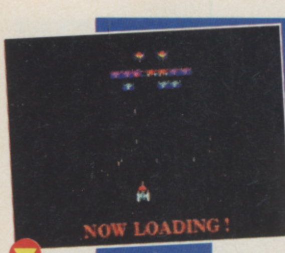
With only one track, we really thought that this would be a nice game to show off the power of the PlayStation, but not something that could justify the import price. However, complete track one and the game goes into Expert mode, with the track flipped just like the mirror mode in Virtua Racing. It's a damn sight tougher and the time limit is unforgiving. There are a few other surprises in there as well – but we won't spoil it for you. Yet.







▲ ***This corner is fairly innocuous on the standard track mode and a real killer in mirror mode.***


NOW LOADING !

PRODUCED BY
namco

CAR BLIMEY!

To keep you occupied in the few seconds it takes the game to load, Namco has thoughtfully included a game of Galaga (né Galaxians). But no missus, it's not that simple. They've been a bit devious! Complete it before the game loads and you get eight new cars to drive! And they're all named after Namco games! Yahoo!

COURSE SELECT
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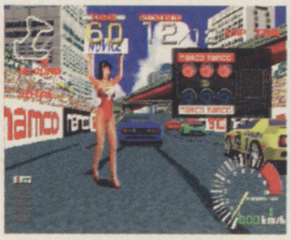
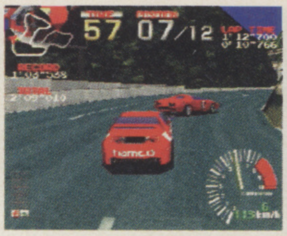
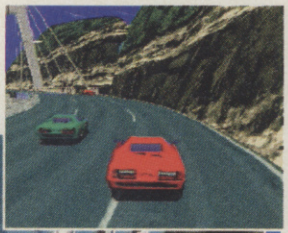


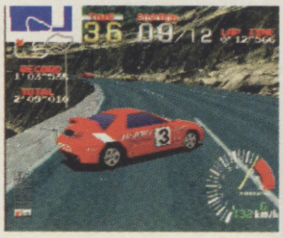
▲ *Novice? I'll show her how much of a flaming novice I am when I run her over.*



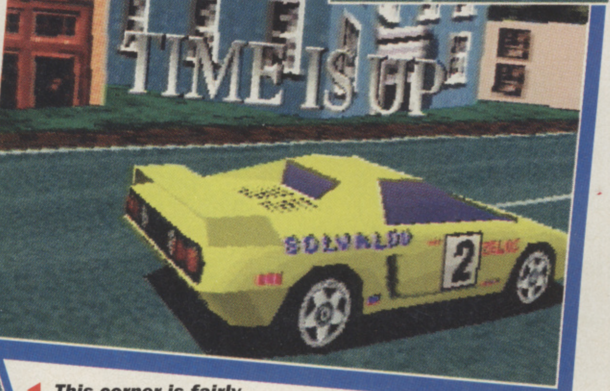
▲ *It's only when you've sat down to a four-hour Ridge Racer sesh that you realise how comfortable the PlayStation's joypad is.*

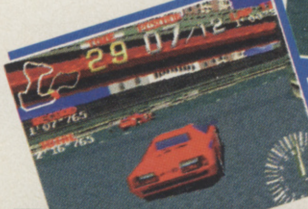
There's a manual gear option, although the game moves so fast that trying to work a six-speed gear box is nearly impossible. ▶





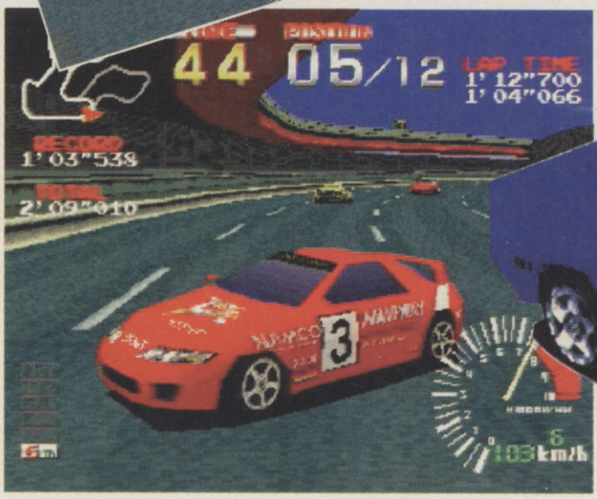
▲ *Ridge Racer is far far harder to play with the external view, and also slightly more prone to slow-down.*



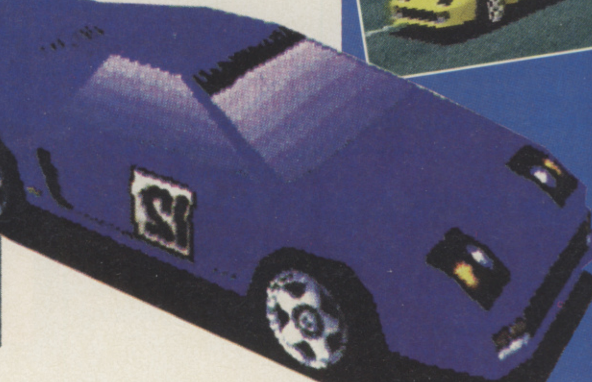


◀ *This corner is fairly innocuous on the standard track mode and a real killer in mirror mode.*

▲ *On the easy levels you have to be spectacularly crap to run out of time. The mirror mode, though, is unforgiving and one crash is enough to make sure you won't finish the race.*

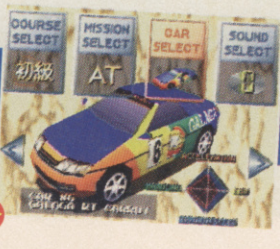

44 05/12
LAP TIME
1' 12"700
1' 04"066
RECORD
1' 03"538
TOTAL
2' 09"010
103 km/h

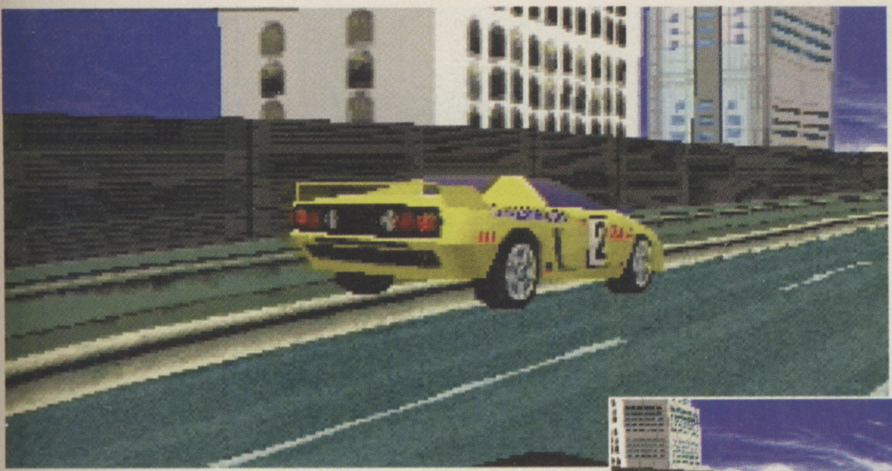
▲ *Skidding is often an excellent way of getting around a sharp corner, although it really slows you down.*



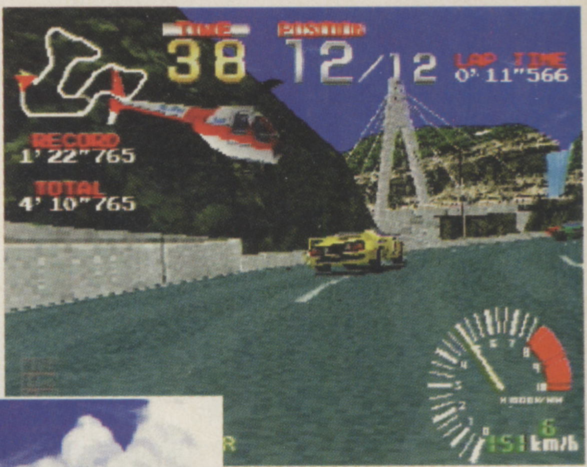
ROTTERDAM NATION

Ridge Racer's soundtrack and effects are more than an audio match for the graphics. Six excellent and, ahem, 'banging' tunes play in the background while the engine noises are the most realistic we've encountered this side of Top Gear. We also found out that, when there's no music playing on the title screen, you can whip out the game disc and put in one of your audio CDs to play during the game. We don't know how safe this is, and we accept no responsibility for any PlayStations blown up as a result. But you've got to admit it's pretty cool.

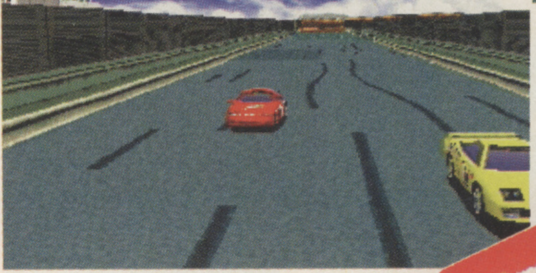




▲ *Hitting a dip in the road at high speed launches your motor into mid-air in genuine Streets Of San Francisco stylee.*



▲ *This is one of the only points in the game where the frame rate drops, don't worry though as it doesn't interfere with the playability at all.*



▲ *The only graphical differences we could find between this and the coin-op was the sky, which doesn't look quite as nice on the PlayStation version.*

▲ *The car in front isn't a Toyota, but it is a typically safe bit of boring Japanese motor engineering which is just about to be overtaken. Hah, hah!*

▲ *Driving at night is extremely difficult. The first you know about any upcoming bends is when you're travelling through your wind screen at 200mph.*

▲ *There's nothing big or clever about ramming cars in Ridge Racer. Plough into one and you'll slow down while they rocket further up the track.*

COURSE SELECT
MISSION SELECT
CAR SELECT
SOUND SELECT
AT
COURSE SELECT
MISSION SELECT
CAR SELECT
SOUND SELECT
AT

TEAM VERDICT

STEVE JAMES

Actually, I didn't think Ridge Racer in the arcades was that all great but on a home-based platform it excels – it moves at such a scorching pace you can hardly keep up.

GARY LORD

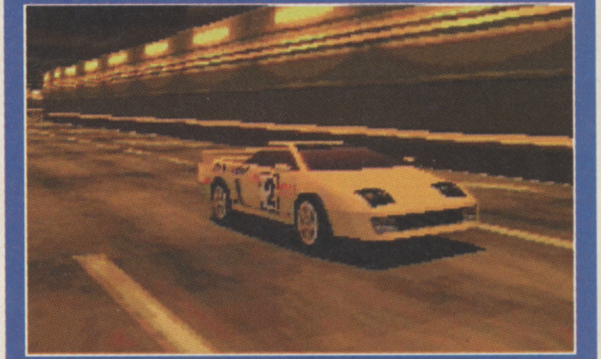
The PlayStation's debut racing game is an absolute star; it's a superb arcade conversion, the graphics have virtually no slow down and it's totally addictive to boot.

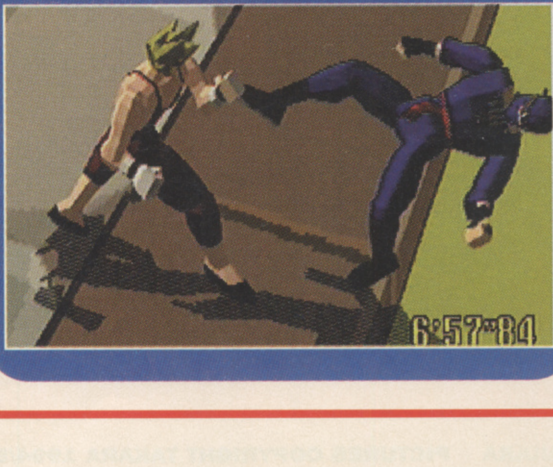
RAD AUTOMATIC

Like most people I thought the Ridge Racer coin-op was just a case of paying £3 to sit in a Mazda for five minutes. This conversion, however, is surprisingly absolutely excellent.

PLAYSTATION OR SATURN?

In our opinion Ridge Racer just has the edge over Virtua Fighter as a new machine game. Technically it's superior and it's also tougher. As to which of the two console will be the biggest, it's still way too early to tell. Give it a few months and a few more games and we'll have a clearer picture.





VERDICT

PLAYSTATION

Who needs arcades anymore? Well, we still do. As impressed as I am at Ridge Racer on a home machine, it is a game I've seen before and played in the arcades. But, and I felt the same way about Virtua Fighter, it seems to play a whole lot better when you're not coughing up £1 a go. Technically it's magnificent, and with the mirror mode and plenty of hidden features any doubts about it's long-term appeal are quickly dispelled. Let's just hope that we start seeing original software of this quality. But this'll definitely do for now.

MARK PATTERSON

■ GRAPHICS	94
■ SOUND	95
■ PLAYABILITY	96
■ VALUE	91

OVERALL ■

96

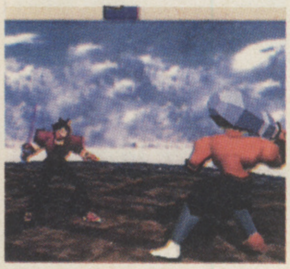
the new machines

toshinden

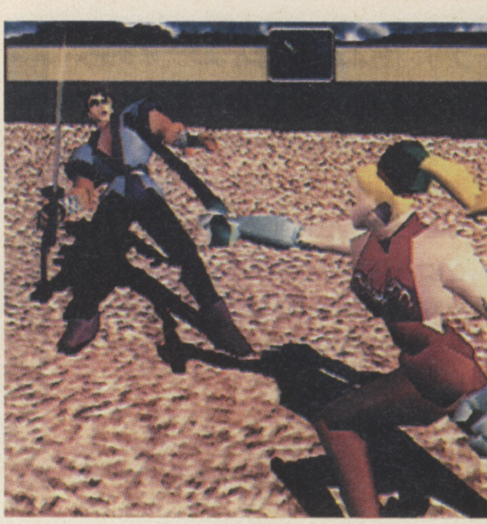
virtua fighter slayer?

- **PLAYSTATION**
- **Takara**

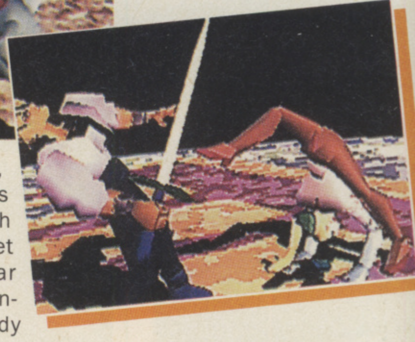
Last month Virtua Fighter showcased the Saturn's potential, this month it's the turn of the PlayStation's Toshinden, and doesn't it look good...



▲ Like most combat games, the bigger the character the slower they are. It doesn't mean they're soft though (well not much).



◀ No more rolling pins for this lively lass, a solid bit of wood with nails through the end is how she keeps her old man in line.



You come round here with your fancy southern ways. This is how real woman fight oop north. And we use pigs as well. ▼

Listen carefully – is that death-knell ringing for the likes of Street Fighter 2? Could it be that 3D combat games are the way forwards which is why Sega, Namco and now Takara is putting so much effort into them?

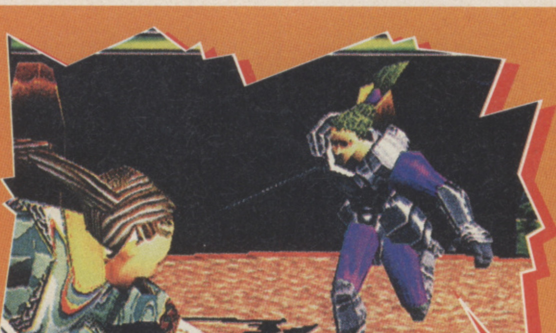
Who knows, but Virtua Fighter and now Toshinden have landed a much bigger instant appeal-hit than any conventional beat-'em-up has since the arrival of Way Of The Exploding Fist on the 8-bits. Virtua Fighter, while not a major arcade smash, proved it had the power to impress on Saturn, but with vastly more detailed graphics it looks like, when it debuts around about February/ March time, Toshinden could smash the Sega game's brains out .

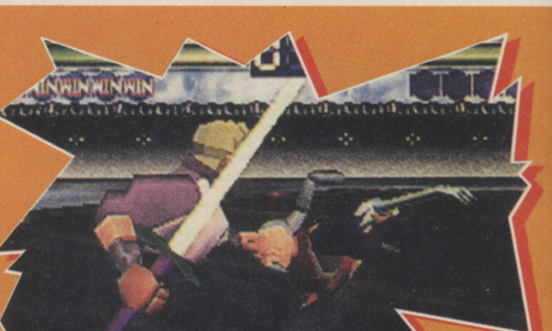
Whereas Virtua Fighter uses realistic combat moves and motion capture for its gameplay, Toshinden's roots lie firmly with games like Street Fighter. It's far more arcade-orientated, with ruddy great swords and very improbable, and nicely violent attacks. From what we've seen it seems very likely the finished article will be a kind of Samurai Shodown meets Virtua Fighter 2. There will be plenty of special attacks and, o course, some unfeasibly large *swords*.

The graphics make more use of 3D viewpoints than Virtua Fighter which, for the most part, has the characters facing each other side-

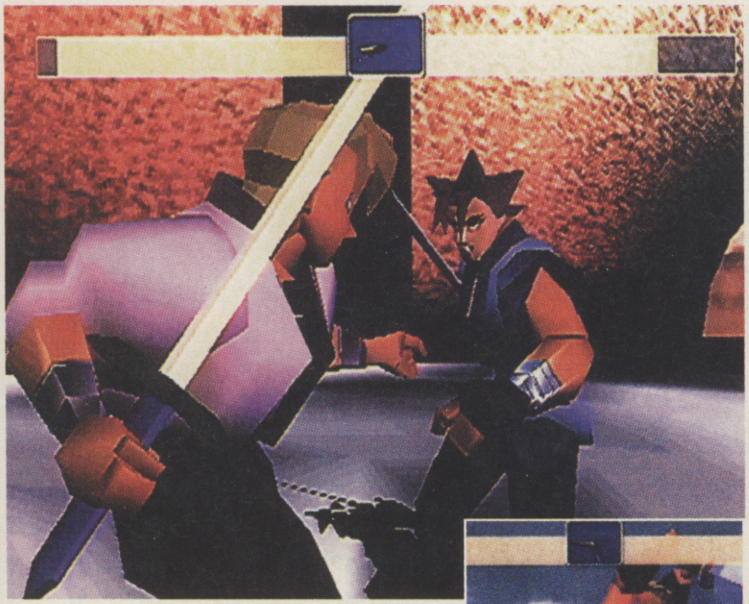
IN DEVELOPMENT

Toshinden has undergone plenty of changes since we unveiled it, the main difference being the graphics, which have improved immeasurably since we first printed shots. The angular graphics have been smoothed out, then detail texture-mapped over them.





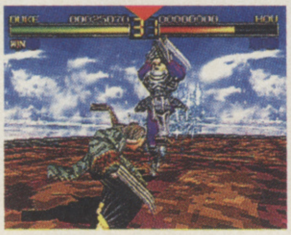
• GAME BY TAKARA • PICTURES COPYRIGHT TAKARA 1994/5 • AVAILABLE ON IMPORT AROUND FEBRUARY



Fingers are ▶ always a problem in 3D games, and this early version of Toshinden is no exception.

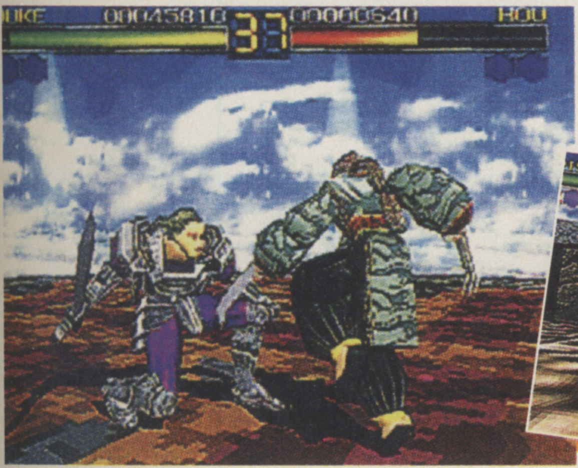
on. Like the Saturn, the PlayStation should be able to handle the graphics relatively easily, which leaves gameplay as the biggest area for the programmers to concentrate on.

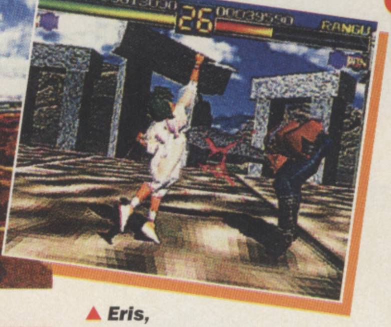
As for spelling the end for traditional beat-'em-ups well, that depends on which of the new machines you'll buy. In the meantime, we'll look forward to this 'cos we're fed up of waiting for SF3.



▲ The detail level will be better in the final version.

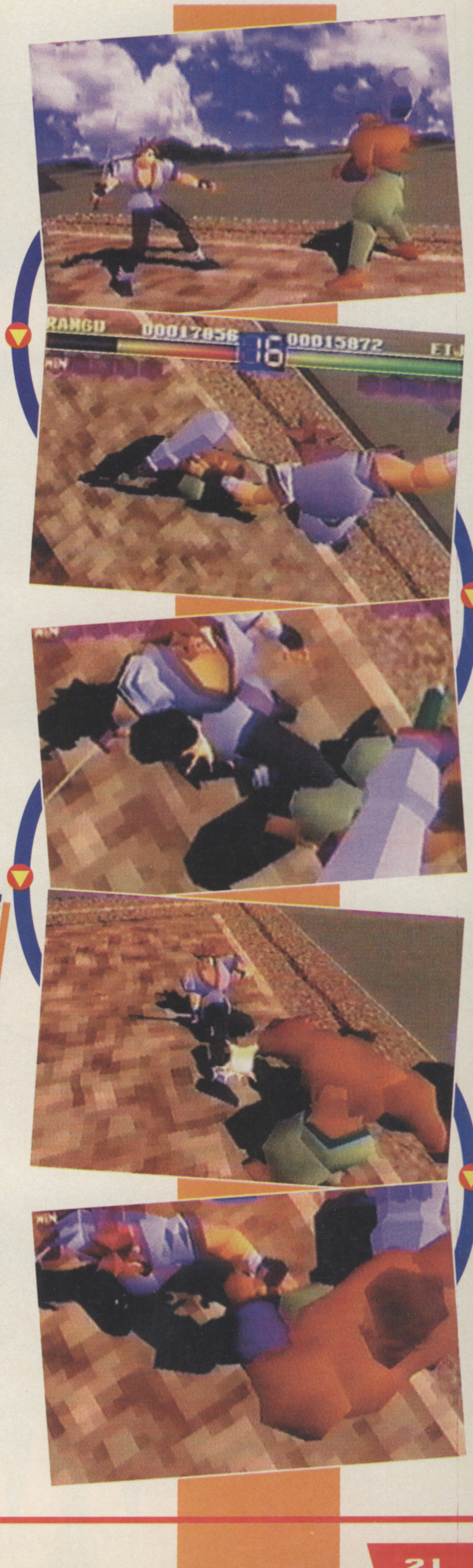
◀ Duke, the bloke with the claws, spends most of the fight crouched down like he's got severe trouble with his joints.





▲ Eris, like most women in beat-'em-ups, loses out when it comes to strength but makes up for it in speed.

▲ Continuing with the arcade theme, a good contact is rewarded with a little explosion – although this might be dropped from the finished version.



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Turbo Fire

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SN6 —
6 Button Joyp

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SN8 — 6 Button Joypad Independent Auto and Turbo Fire

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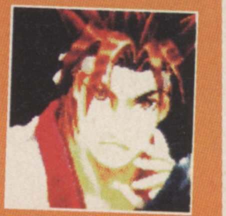
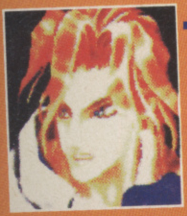
MEET THE HEROES

EIJI



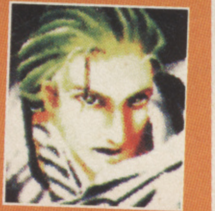
Age: 21
Nationality: Japanese
Eiji's off in search of his brother, which probably means he's a hidden character and a real git to boot.

KAYIN



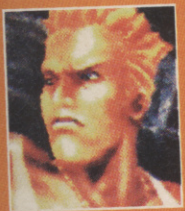
Age: 22
Nationality: British
The tommy from Blighty is Eiji's ex-mate and now rival. It's a repeat of the old Ken and Ryu situation.

DUKE B LOMBARD



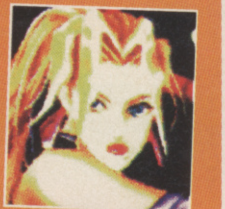
Age: 29
Nationality: French
Oh come on, he's French. Everyone knows they can't fight. Apparently he's a gentleman warrior. Ponce more like.

RUN-GO



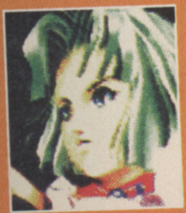
Age: 30
Nationality: American
The game's token fat-bloke is the strongest character in the game. He's armed with a pointy metal stick.

SOFIA



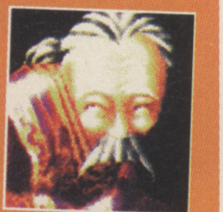
Age: 24
Nationality: Russian
This reformed spy beats her opponents into submission with her leather whip. Sounds great.

ELLIS



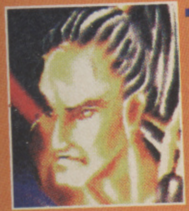
Age: 16
Nationality: Turkish
Ellis is probably the first Turk in a beat-'em-up. It's a shame that she's the least violent character of the lot.

FO-FAI

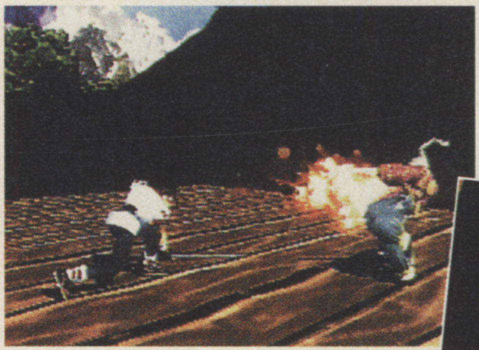


Age: 106
Nationality: Chinese
Apparently this bloke's a bit of a head-case. He's also very old – not that that makes him soft or anything.

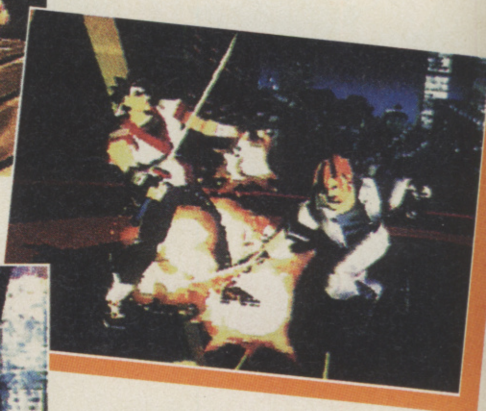
MONDO



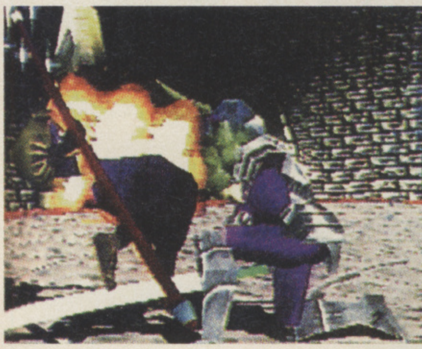
Age: 42
Nationality: Japanese
The last surviving member of the Night Devils tribe and one of the hardest characters in the game. Watch out for him.



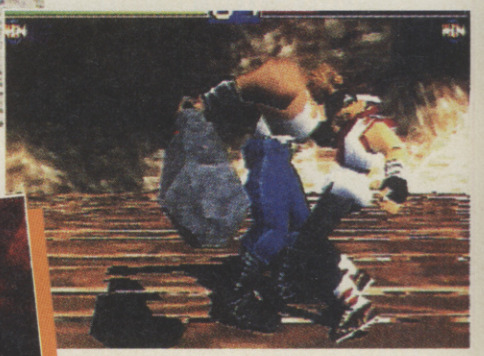
▲ *The special effects in the game are just awesome.*



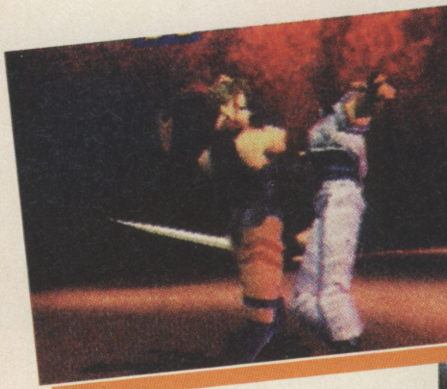
▲ *Toshinden looks like stealing a march over Killer Instinct.*



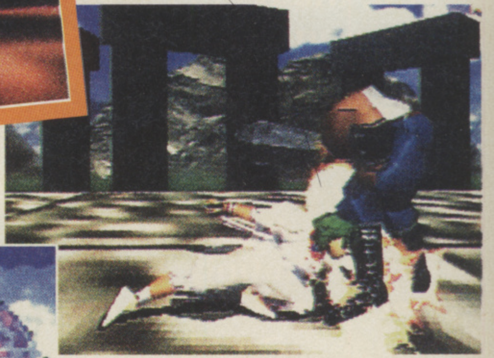
▲ *Combos and special moves show the game's arcade leanings.*



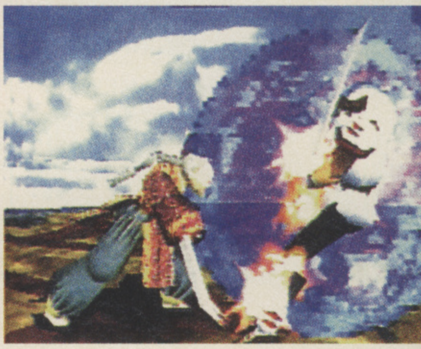
▲ *Remember this is still a very incomplete version.*



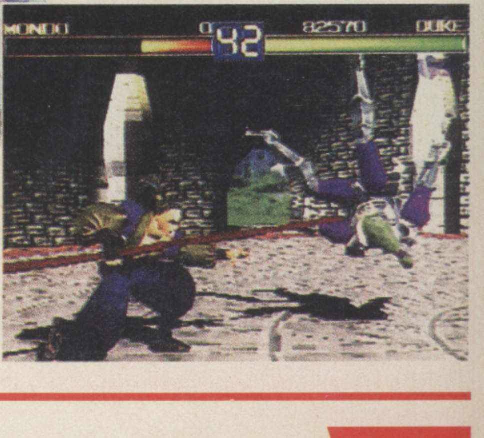
▲ *The texture mapping is the most detailed in a home console game.*



▲ *Want over-the-top special attacks? You've got them here.*



▲ *Providing it hasn't been delayed we'll have a copy of Toshinden for review next issue – we can't wait.*



GOLDEN JOYSTICKS AWARDS 1995

EMAP Images honours the greatest achievements of the games industry annually with our glittering Golden Joysticks awards. These prized trophies are honoured by the industry more than any others - because they're the only awards that you, the readers, vote for. And the time has come once again for us to poll our readers. Simply fill in the form below and send it off to: Golden Joysticks 1995, c/o Marketing Department, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Every entrant for the awards is automatically entered into a special prize draw, and the winner walks away with £500 worth of software for his or her machine!

vote now and you could win £500 worth of software!

CONSOLE CATEGORIES

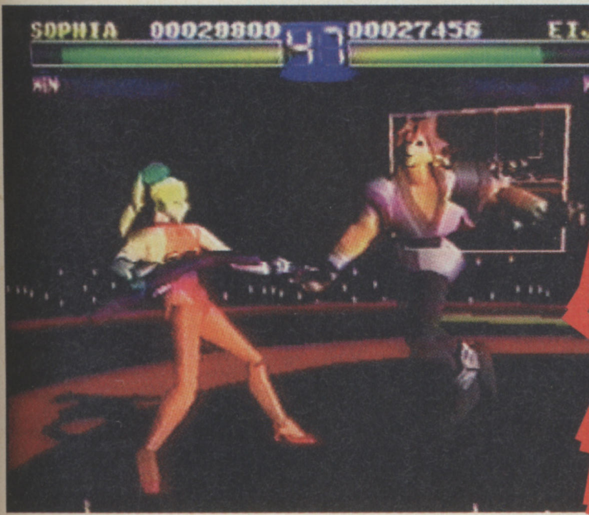
1. BEST CONSOLE SIMULATION ....
Vote for your favourite flight simulation, driving sim, sports game... the choice is yours.
2. BEST LICENSED CONSOLE GAME..........
Which arcade conversion, officially licensed title or movie tie-in appealed to you the most in 1994?
3. BEST ORIGINAL CONSOLE GAME..........
What was your favourite game of the year which DIDN'T rely on an official license?
4. CONSOLE GAME OF THE YEAR ....
Think back... back! What was your absolute favourite game this year?
5. HAND HELD GAME OF THE YEAR..........
Hand-helds are quickly becoming a major force in the videogames market. Which game do you think was the best in 1994?
6. SOFTWARE HOUSE OF THE YEAR ....
One of our most prestigious awards. Which games producer do YOU think has maintained the greatest quality and produced the best games in 1994?
7. BEST AD OF THE YEAR ....
A decent marketing campaign can be the make or break of a particular game or brand. Which advert in particular stood out for you? It could be a game ad, hardware ad - on TV, radio or in the games magazines.
8. BEST ORIGINAL CONSOLE ACTION GAME ....
Action games are the staple diet of most console games players. This category allows you to vote for the most original, quality game.
9. CONSOLE PROGRAMMER OF THE YEAR ....
Programmers always used to be the unsung heroes of the console industry. This award is for you to choose who think the best programmers of 1994 are.

COMPUTER CATEGORIES

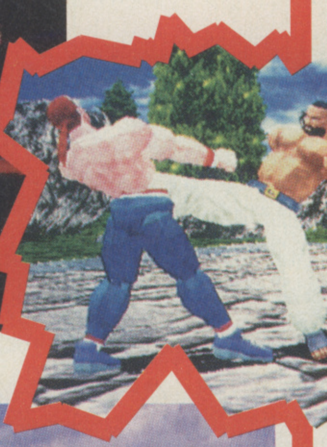
1. BEST COMPUTER STRATEGY/SIMULATION ....
This category covers many several genres, specifically: racing simulations, flight sims and war games. Vote for your favourite of 1994 here.
2. BEST LICENSED COMPUTER GAME..........
Which arcade conversion, officially licensed title or movie tie-in appealed to you the most in 1994?
3. BEST ORIGINAL COMPUTER GAME..........
What was your favourite game of the year which DIDN'T rely on an official license?
4. BEST MULTI MEDIA GAME ....
The huge storage space of CD-ROM has enabled programmers to create incredible software that just couldn't be done on a normal, floppy disc based machine. Which CD title would you rate as the best of the year?
5. BEST ADVENTURE GAME ....
The adventure game market has remained extremely strong over the last year with some very commendable releases for all computers. Choose your favourite here.
6. BEST ARCADE CONVERSION GAME ....
Conversions of arcade games are as popular as ever - vote for your favourite of 1994 here.
7. COMPUTER GAME OF THE YEAR ....
Which game overall would you rank as the greatest of 1994?
8. SOFTWARE HOUSE OF THE YEAR ....
One of our most prestigious awards. Which games producer do YOU think has maintained the greatest quality and produced the best games in 1994?
9. BEST COMPUTER PROGRAMMER OF THE YEAR..........
As well as bestowing awards on the software houses and the games themselves, we can't forget some of the most important people in the industry - the people who program the games. Which individual or team do you rate as the best programmer(s) of the year?
10. BEST AD OF THE YEAR..........
A decent marketing campaign can be the make or break of a particular game or brand. Which advert in particular stood out for you? It could be a game ad, hardware ad - on TV, radio or in the games magazines.

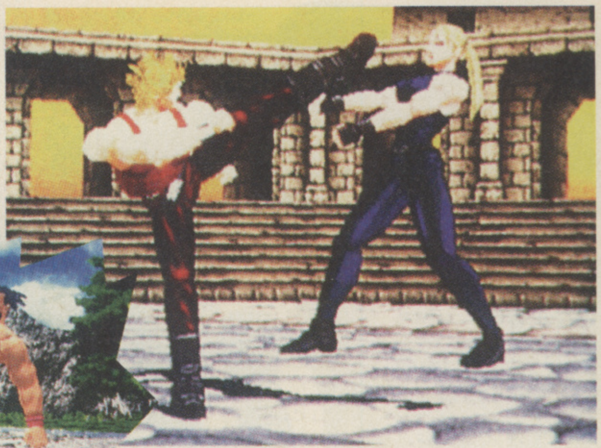
PRIZE DRAW FORM

Name:..........
Address:..........
Telephone Number:..........
Machine Owned:..........



The action is replayed on the TV screen in the background with that spooky, 70s Top Of The Pops special effect.



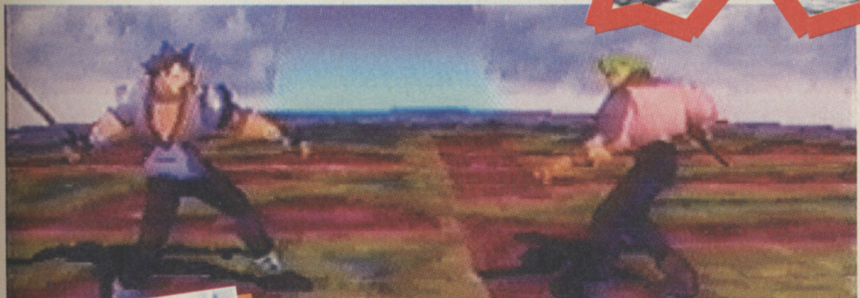


The animation is very smooth, but not quite as realistic as Virtua Fighter.

virtua fighter 2

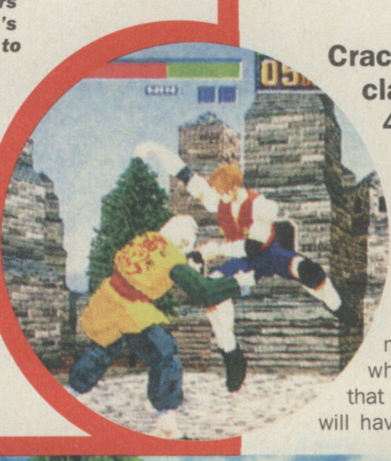
■ SATURN
■ SEGA/AM2

SEGA SATURN



While most of the action in Virtua Fighter takes place with the characters facing each other, much of Toshinden's combat takes place in 3D mode, akin to VF's replays.

The backdrops on some of the levels are incredibly detailed, featuring 3D scenery as well as bitmapped wallpaper.



Crack ninja-programming outfit AM2 claims Virtua Fighter only used 40% of the Saturn's capabilities. So to prove a point they're converting the follow-up...

When the Virtua Fighter 2 coin-op finally goes on national release it's bound to become one of the most played machines of 1995. But it's not the gameplay, which is vastly improved from the first game, that people will notice, it's the stunning graphics that will have them queuing to play. Incredibly, the AM2 development believe they can faithfully recreate the game for the Saturn.

Technically the Saturn is capable of handling the detailed texture mapping required to bring the game's characters to the small screen. They've certainly left themselves plenty of time after having to do a rush job on Virtua Fighter. The earliest you're likely to see the game is Christmas '95, but there are also rumours it could be the middle of '96. As long as they do a good job the wait will be worth it.

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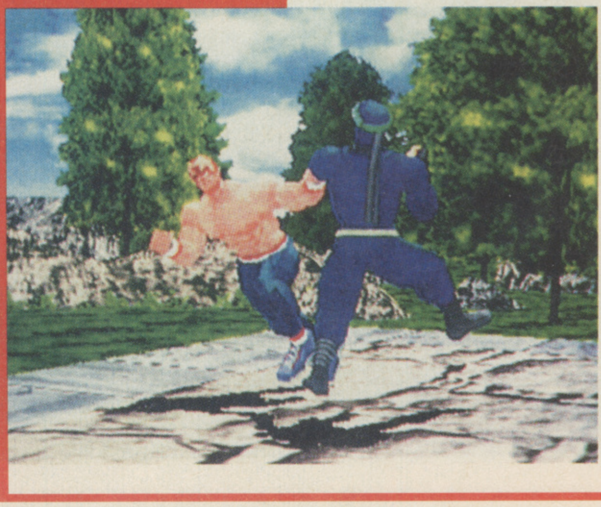
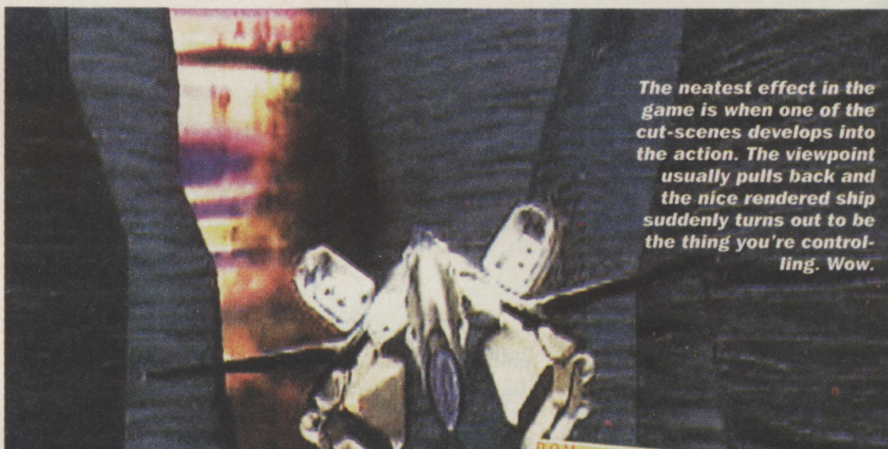


the new machines

philosoma

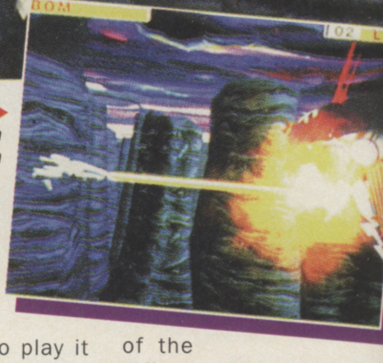


The neatest effect in the game is when one of the cut-scenes develops into the action. The viewpoint usually pulls back and the nice rendered ship suddenly turns out to be the thing you're controlling. Wow.

- **PLAYSTATION**
- **Sony**

One of the things we said about the PlayStation a few issues back was that it seemed as though it would be having a lot of conventional-style games dressed up by special effects. Guess what? We were right again. Just check out this new slant on shoot-'em-ups – we reckon it's gonna be awesome...

▲ *Philosoma is technically a very adventurous project.*



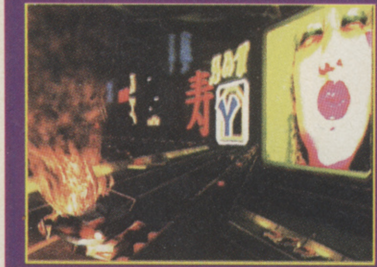
Even in the 'standard' side-on view, Philosoma exhibits some spectacular graphics – particularly the explosions. ▶

First impressions may count a lot of the time, but they can also be somewhat misleading. Our first thoughts on Philosoma, for instance, came from a bit of video footage which showed a very poor looking, vertically scrolling shoot-'em-up. However, while the vertical bit still looks a little rough around the edges, that's only a quarter of the game. And you never have to play it like that...

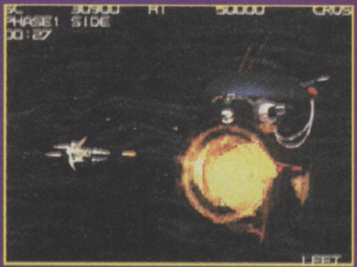
What separates this from any other shoot-'em-up is the way it utilises all four of the different view-points suc games are based aroun Depending on how useful is at the time, or what you'r

POINTS OF VIEW

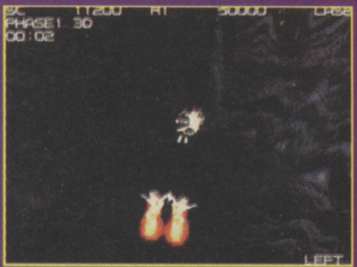
What separates Philosoma from every other shoot-'em-up is the way it makes use of Virtua-style multiple viewpoints.



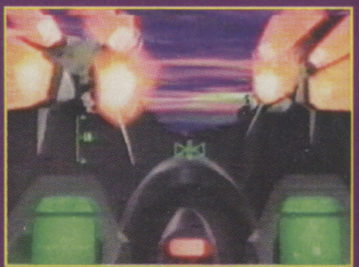
Top-down



Side-on

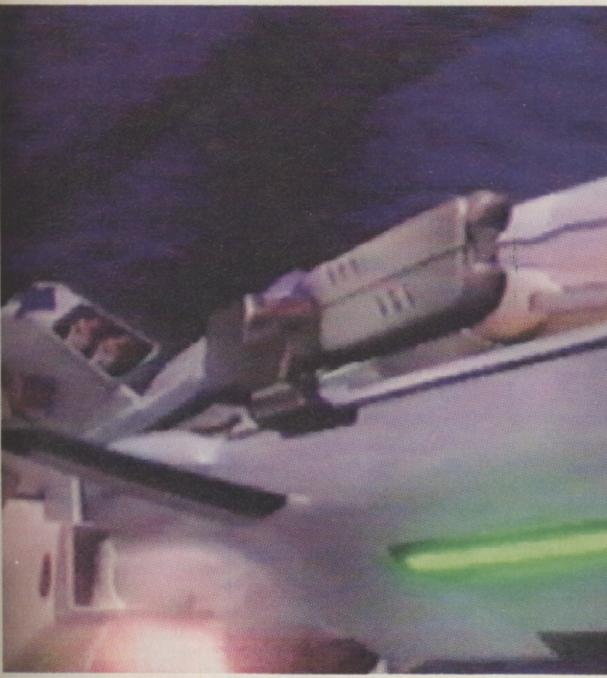


Chase



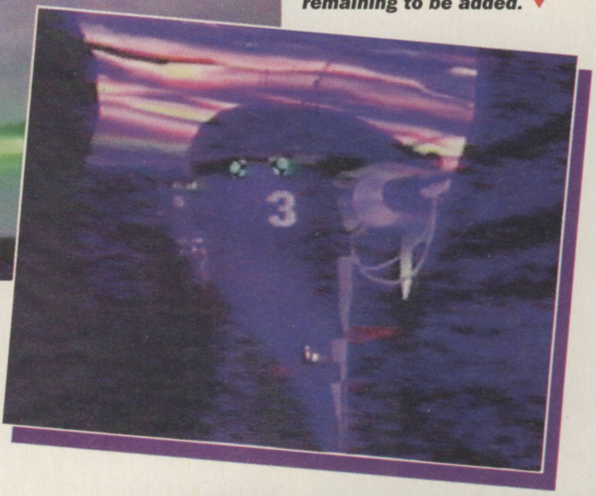
Cockpit

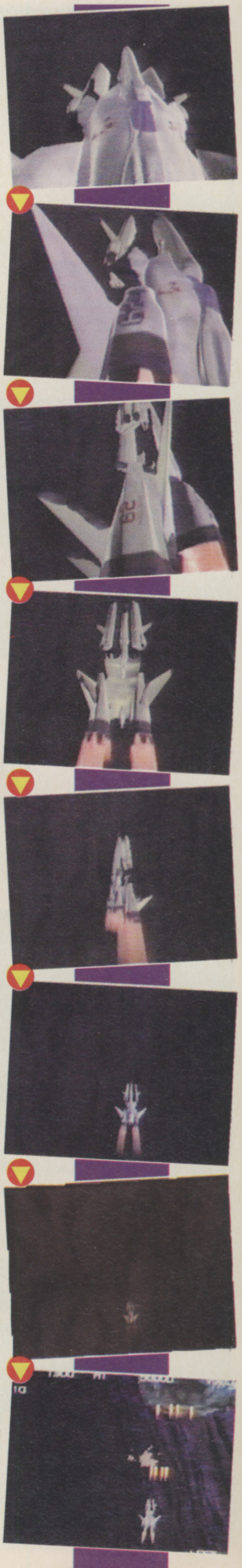
● GAME BY SONY COMPUTER ENTERTAINMENT ● EXPECTED JAPANESE RELEASE EARLY 1995 AND OUT O IMPORT IN UK AROUND MARCH

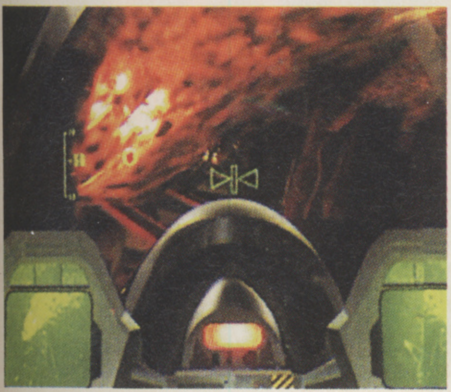


◀ *The quality of the cut-scene footage is exceptional. There's almost no fuzziness and the colours graduate perfectly.*

Philosoma is scheduled for release early '95. The version previewed here is around 60% complete, with much of the gameplay and sprite-based graphics remaining to be added. ▼

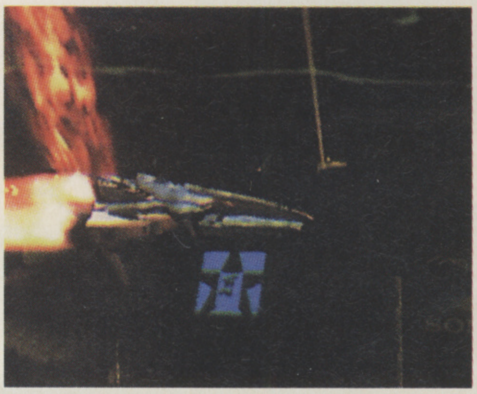






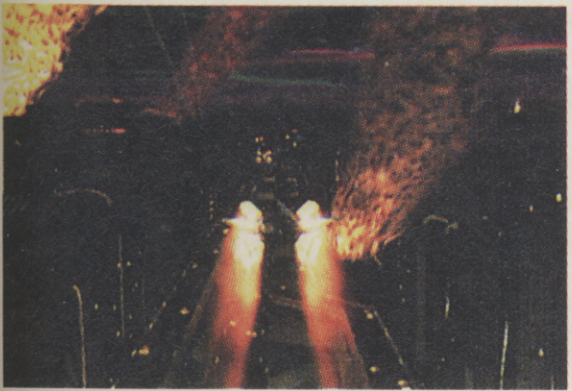
◀ *A lot of the scenery in 3D mode is streamed straight from the CD. But, as in Novastorm, it's not just for effect, one wrong move and you'll be plastered all over it.*

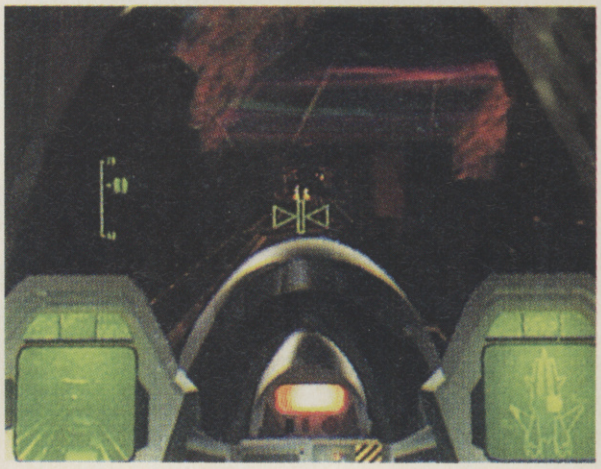
FMV ▶ *scenes are incorporated into some of the backdrops which are shifted effortlessly by the PlayStation.*



most comfortable with, the game be played top-down, side-on, from behind your ship or slap bang in the big comfy leatherette pilot's chair.

Naturally this adds several new dimensions to the gameplay to produce the first shoot-'em-up in a very long time which stands a good chance of earning the monicker 'original'. The action itself consists of the kind of fast-paced fight-or-die blasting that will be familiar to anyone who's played the likes of Thunderforce IV or Super Aleste. It's good to see that, even with all the temptation from the wonderful piece of kit, the programmers haven't got too carried away, but still managed to combine the best elements of a shoot-'em-up with the kind of features they haven't been able to do until now.





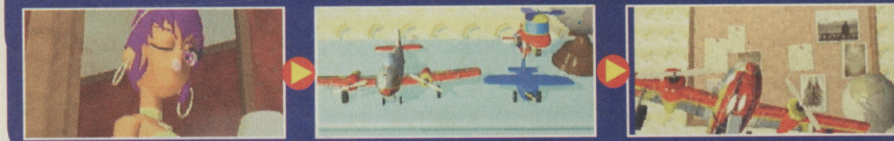
◀ *There's no escape from cut scenes, the game's full of them, at least they blend well with the action.*

▲ *Presumably some of the different view-points will make the game a real toughie to play.*

the new machines

TOYS IN THE ATTIC

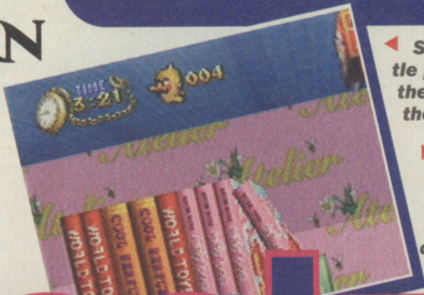
Just to demonstrate a little of what the Saturn is capable of, here's a string of ace shots from the opening game sequence.



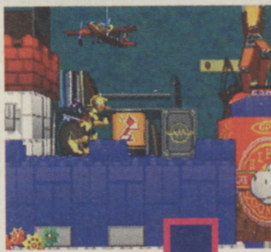
- **SATURN**
- **Sega**

SEGA SATURN

Heralding the break of a new techno-dawn comes Sega's latest Next Generation title. Just what a new platform needs – the same old platforms...



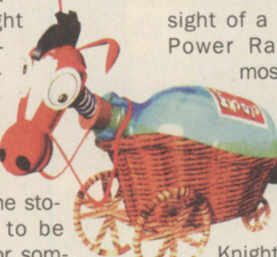
Some objects have a little pushing man logo on the side. Clue – push these a short distance.



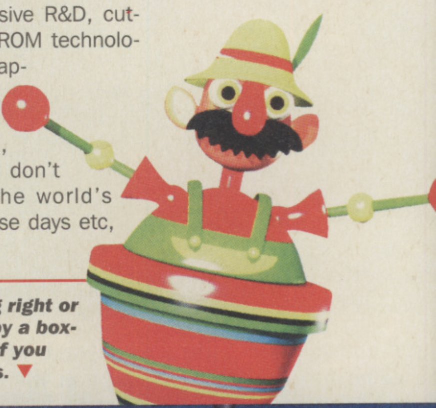
Push the batteries into the power boxes to activate the electric toys, like trains and cranes, which occasionally help you out.

clockwork

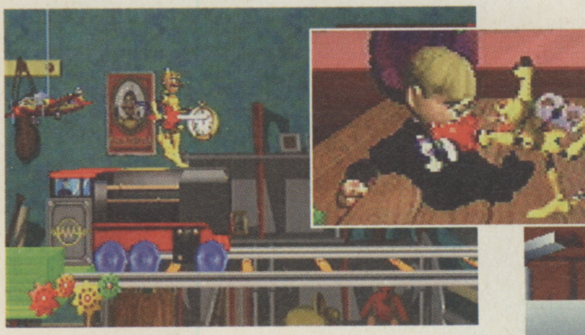
You know, it's a pretty safe bet that most game designers had horrific childhoods. Every day another game hits the shelves which tells the story of evil toys rising during the middle of the night to enslave human households. Do all kids whose parents tell them mentally scarring bedtime stories grow up to be programmers or something? Well, just in case you don't already weep at the sight of a Mighty Morphin' Power Ranger (although most sane people do) here's yet another your-playthings-will-eat-your-eyes-out-title.



Clockwork Knight tells the tale of Pepperanchou the crap clockwork knight, and his quest to save the beautiful figurine from inside a clock from the clutches of an evil, and far more proficient, clockwork knight. To do this all he has to do is traverse four levels of platform action, hacking the evil possessed toys to pieces with his big key. Simple eh? Well, actually, it is. That really is all there is to it. I don't know, three years of intensive R&D, cutting edge CD-ROM technology and what happens? You get a platform game, that's what. I don't know what the world's coming to these days etc, etc, etc.

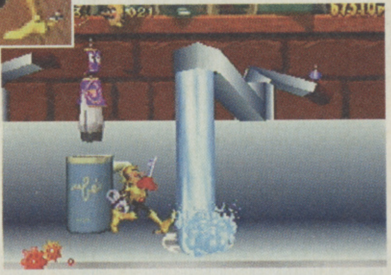


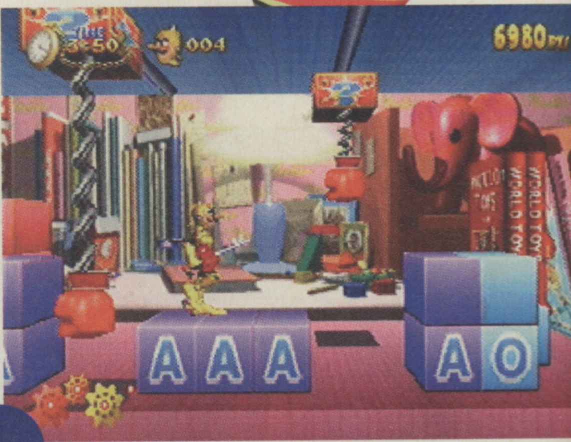
Get the timing right or be flattened by a boxing glove. As if you couldn't guess.



This train section is much like all other platform game train sections. Duck under high bridges, jump over low ones. Hmmm.

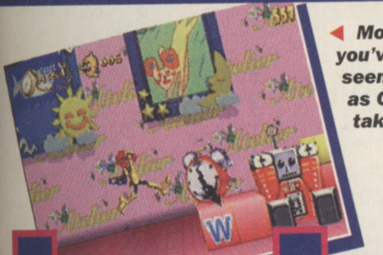
The perspective on these taps may be a bit dodgy, but they scroll and shift very smoothly. As smoothly as clockwork. (I do believe I've made a funny...).



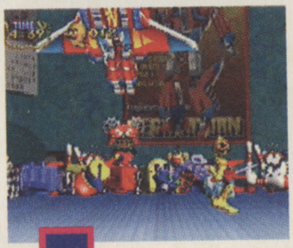


INTRODUCE YOURSELF

As any Mega-CD owner could tell you, the great thing about CD games is there's lots of room for lengthy cartoon-style intro sequences. Clocky Knight is no exception to this, its intro is probably the high point of the game, so we'll save you the effort of traipsing down to an importers to see it.

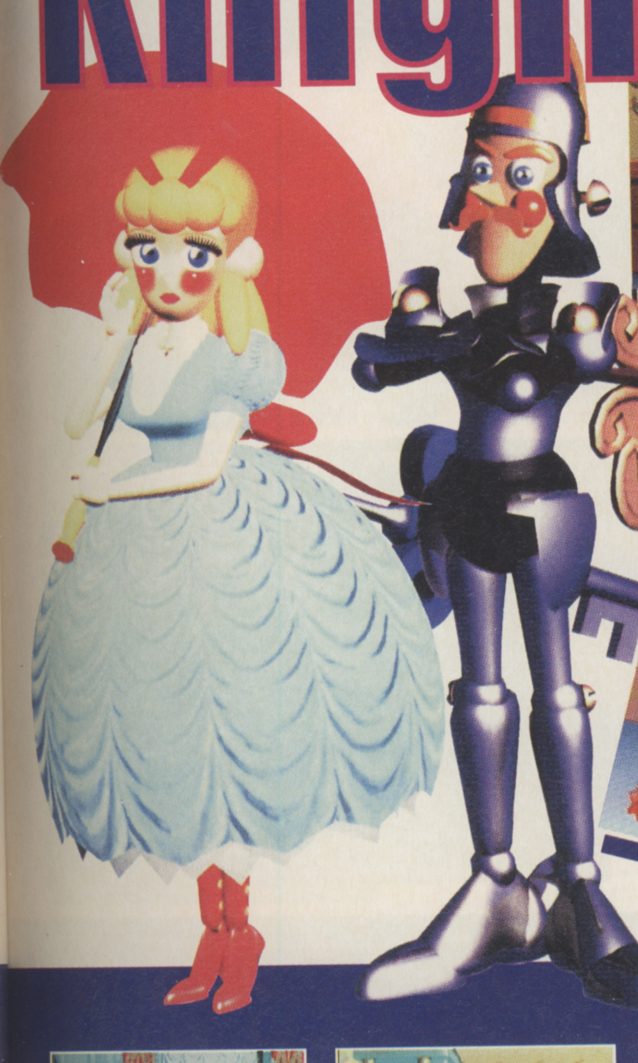


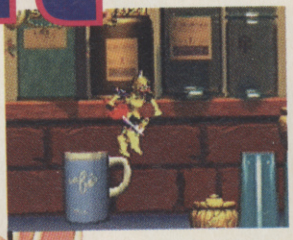
More clockwork than you've ever previously seen in a videogame as Clockwork Knight takes on a real clock.



Excellent scaling and such in effect here.

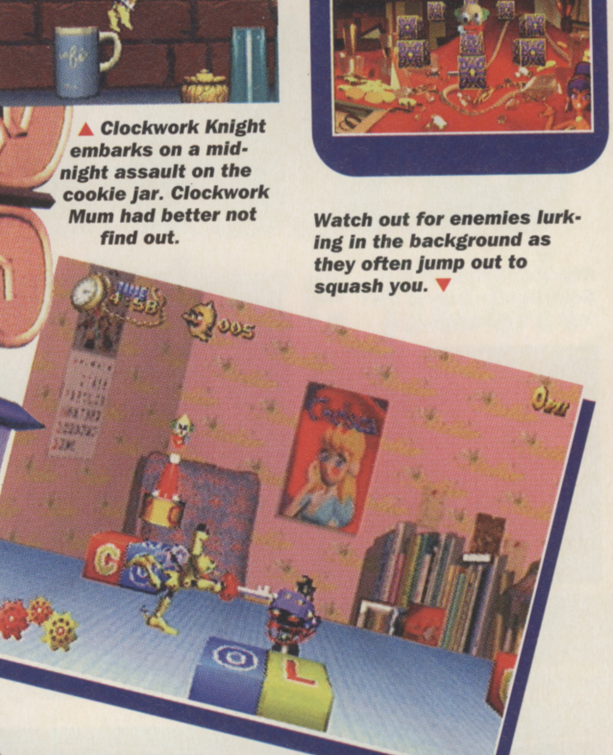
knight





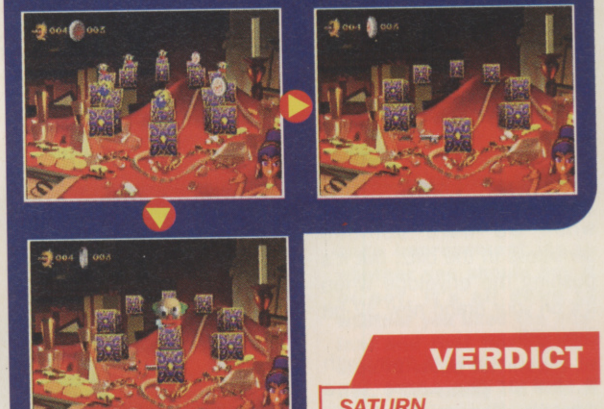
Clockwork Knight embarks on a midnight assault on the cookie jar. Clockwork Mum had better not find out.

Watch out for enemies lurking in the background as they often jump out to squash you.



OPEN THE BOX! TAKE THE MONEY!

Between each level you're given a chance to grab a bonus life. A ring of boxes, some containing bonuses, some containing baddies, appear on screen. Bet a stake of one, two or three bottle tops and the boxes close and spin around. When they stop you can open any box you please and reap the rewards.



VERDICT

SATURN

Other than the exceptional graphics, there's nothing in Clockwork Knight you couldn't have in a Mega Drive game. In fact, at only four short levels long, there's less to Clockwork Knight than there is to, say, Earthworm Jim. The gameplay is fit only for those who haven't quite grasped the point of games yet. There are few challenging sections and none which require any brainwork to pass (other than the bosses). You might be desperate for games for your new Saturn, but you're better off saving for something worthwhile.

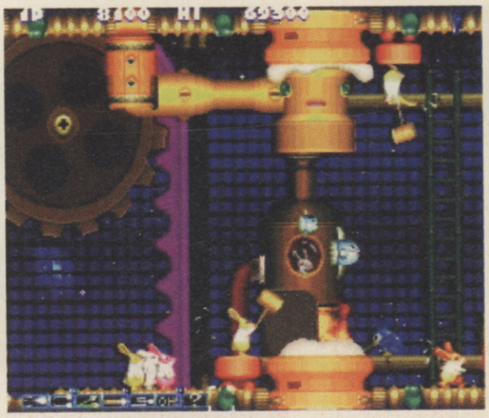
RAD AUTOMATIC

■ GRAPHICS	96
■ SOUND	95
■ PLAYABILITY	78
■ VALUE	45

OVERALL ■

74

the new machines



◀ *The odd point of this game is that it's supposed to be a parody of Gradius – known to us westerners as Nemesis, only the programmers seem to have lost the plot entirely and just made it surreal.*

■ *PLAYSTATION*
■ *Konami/ Out Now*

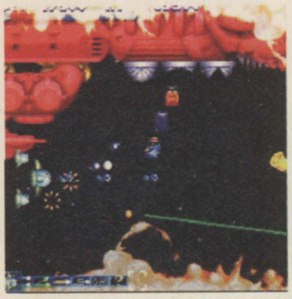
Is this a case of an old dog with new tricks, or does the song remain the same for one of the biggest names in Konami's back catalogue?

Parodius, in its various guises, has been with us for quite a few years now – even longer in its original form of Nemesis (circa 1984). Nostalgia isn't a bad thing, unless you're old and go on about how great it was when we were bombed senseless in the blitz, but it's pushing the envelope when it's on your brand new 32-bit machine.

Parodius gets away with it, but at the same time doesn't. Konami has obviously set out to offer value for money and help new machine owners build up a decent software library in a short space of time. The disc not only contains the latest coin-op version, Ultimate Parodius, but also features the original SNES version of the game – which is complete with slow-down for some reason. That's great if you're living in Japan where you're not paying too much for the game, but at import prices you've got to be a real game nut to be willing to part with the cash.

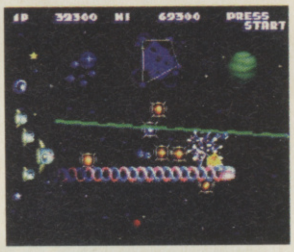
As for the game itself, it's as playable as ever. The Ultimate version offers more characters and weapons along with new levels and bosses. There's no arguing with that. And before you think to yourself 'that's not a next generation game', what does it matter? This is playable and the Ultimate version is far superior to anything a 16-bit machine could produce. After all, we've all seen games that look amazing but just don't seem to play that well...

ultimate

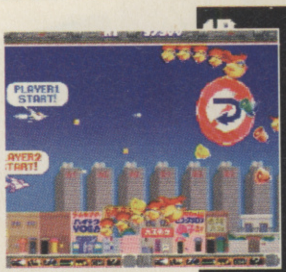


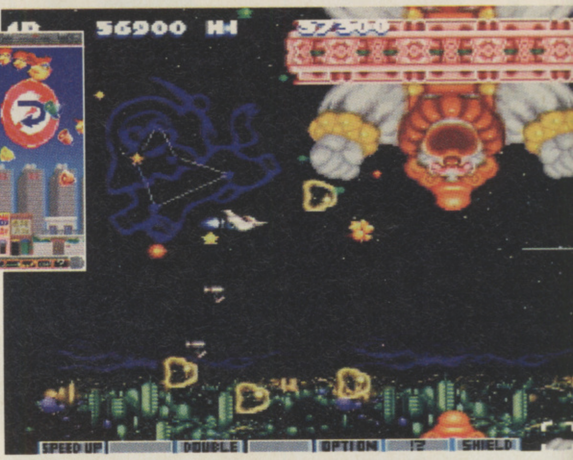
▲ *Just to make things even tougher, some pods randomly cycle through your list of power-ups, including the dreaded Oh!, which completely disarms you.*

Recognise this? It's Salamander, only it isn't 'cos it's Parodius. ▼



There's even a two-player mode if you think your mates can stand it. ▶

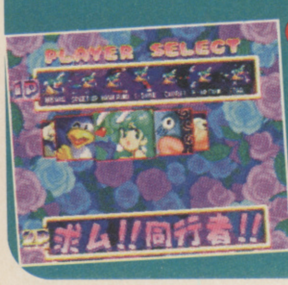


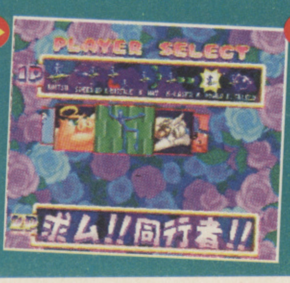


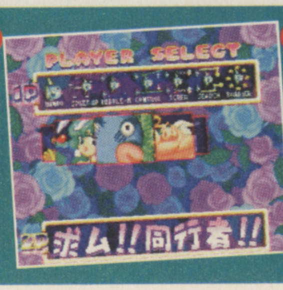
Parodius as it used to be. There isn't that much difference between old Parodius (here) and the Ultimate version, apart from the graphics, sound and that it's much tougher this time around. ▶

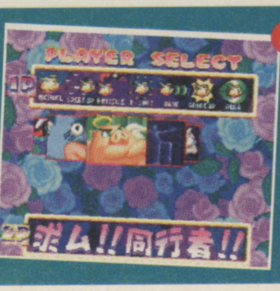
NEW ARRIVALS

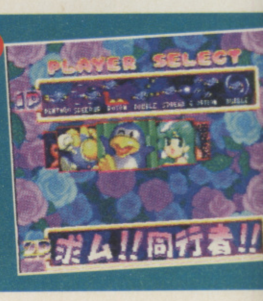
Ultimate Parodius brings back some familiar faces with some all-new arrivals. Here's how they shape up:



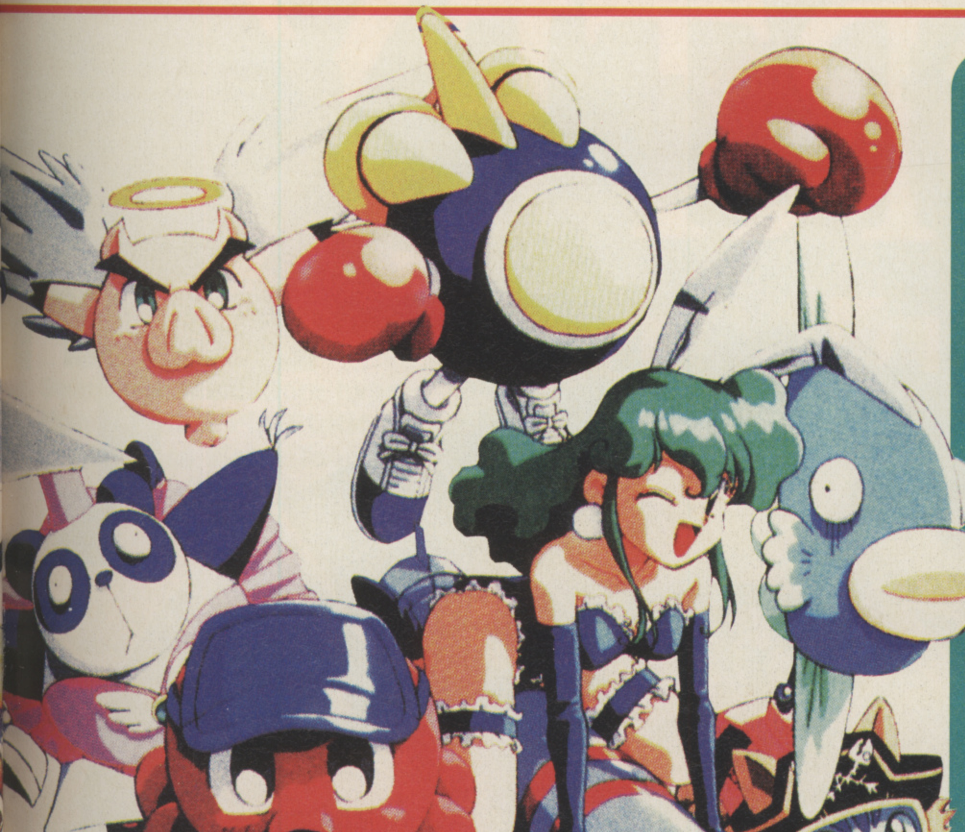








● GAME BY KONAMI ● IMPORT COPY SUPPLIED BY COMPUTER EXCHANGE (0171-636 2666)

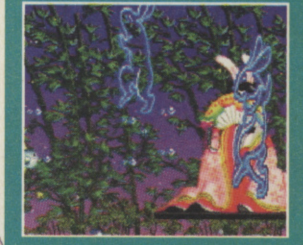


parodius

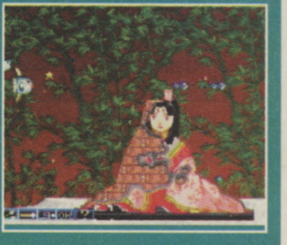
deluxe pack

IT WON'T MAKE SENSE TO EVERYONE...

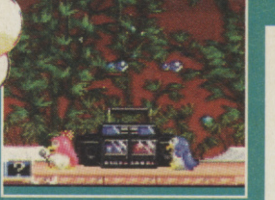
OK, yer average end-of-level boss tends to be along the lines of a giant robot or space ship, that's understandable. But this...



1. It's a girl, right? With rabbit's ears. And you've got to shoot her.

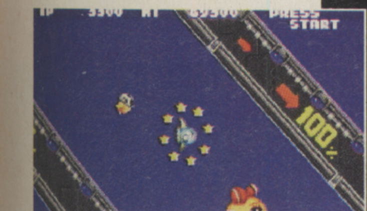


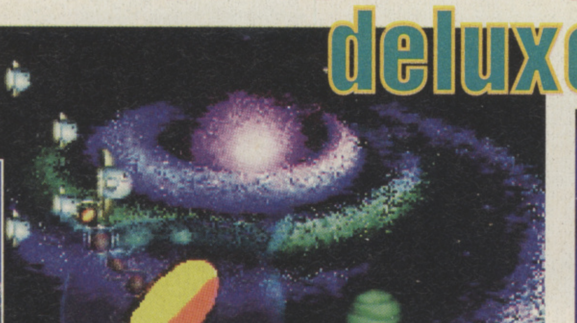
2. Except she isn't a girl at all. She's some kind of demonic rabbit-summoning thing beast.



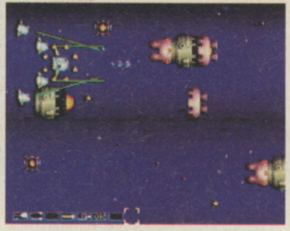
3. And when she does die, she is transformed into two penguins holding a stereo. Mum, my brain hurts.

Nearly every one of Mambo the magic fish's power-ups gives you an option pod. ▼





▲ *This is a kind of anti-boss who throws out hundreds of power-ups while you say thanks by shooting him.*



▲ *Some of the new characters are pretty useless, but we'll leave it to you to work out who's good for what.*

PLAYER SELECT
PLAYER SELECT
PLAYER SELECT
ボム!!同行者!!
ボム!!同行者!!
ボム!!同行者!!

VERDICT

PLAYSTATION

I must admit to being a bit disappointed by the lack of new features in Ultimate Parodius. The gameplay is identical to the SNES version, although the soundtrack and graphics are a huge improvement. As to whether you should buy it or not, it's all down to whether you liked the original and feel the PS version is value for money or not. Personally I'd find it hard to part company with the cash for a game I can buy for my SNES at half the price. Ultimately, though, software starvation may necessitate a trip down to the import shop.

MARK PATTERSON

GRAPHICS	77
SOUND	84
PLAYABILITY	89
VALUE	70

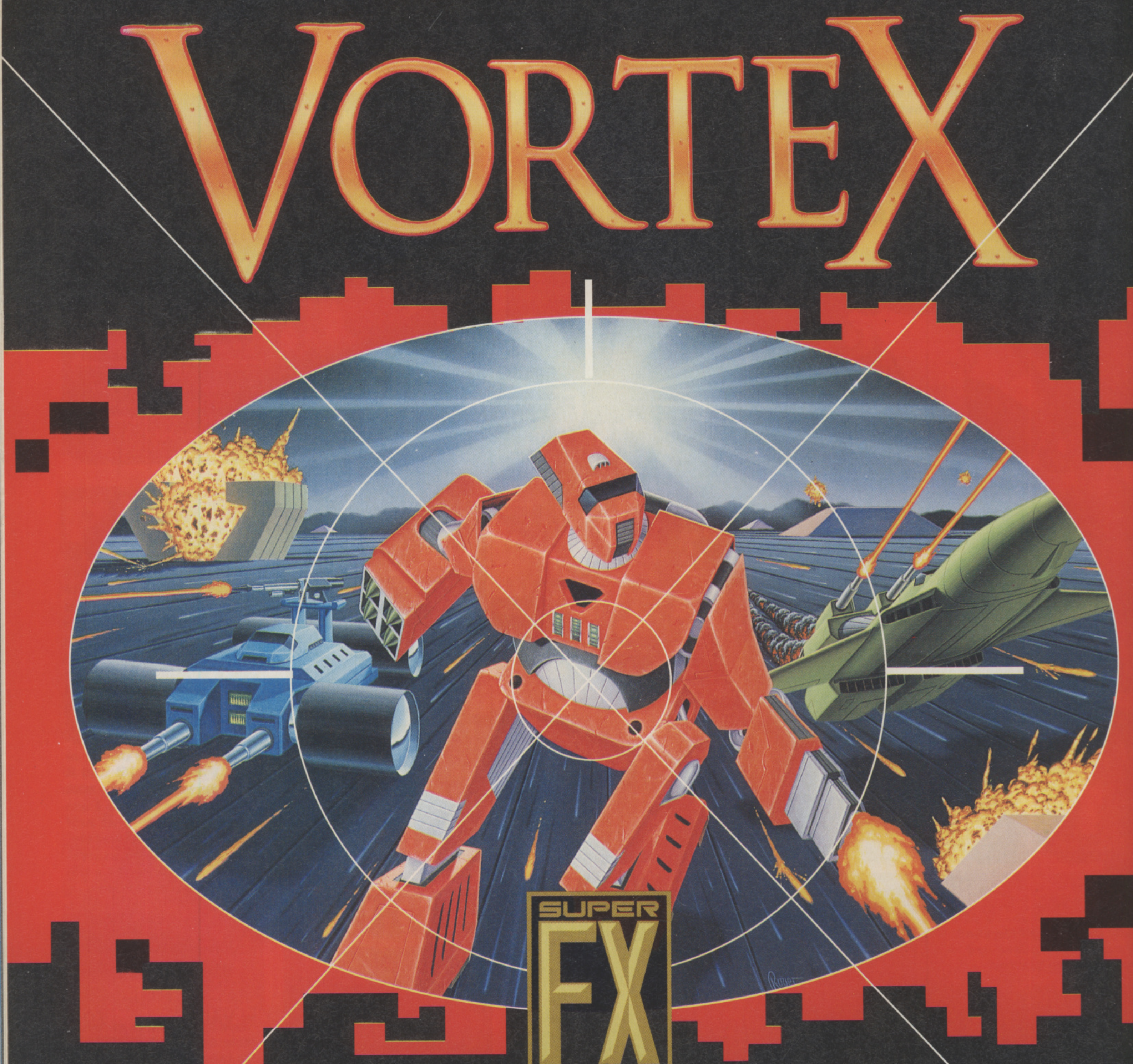
OVERALL

85

SECOND OPINION

I'm really not convinced by this. It's not that Parodius is a bad game, far from it, it's just that this isn't the kind of software I was expecting to see on PlayStation. There are a few things to separate it from conventional 16-bit games, but that really isn't enough for me. For the PlayStation's asking price you have the right to expect more. Think long and hard before buying this because if you've got high expectations you'll be sorely disappointed.

GARY LORD



VORTEX - 93%

"AN ESSENTIAL BUY" "SUPERLATIVE BLASTING ACTION INDEED" "BUY YOU FOOLS BUY" "YES, IT'S BETTER THAN STARWING"

NMS

SONY ELECTRONIC PUBLISHING

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

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the new machines

motor toon grand prix

■ *PLAYSTATION*
■ *SONY*

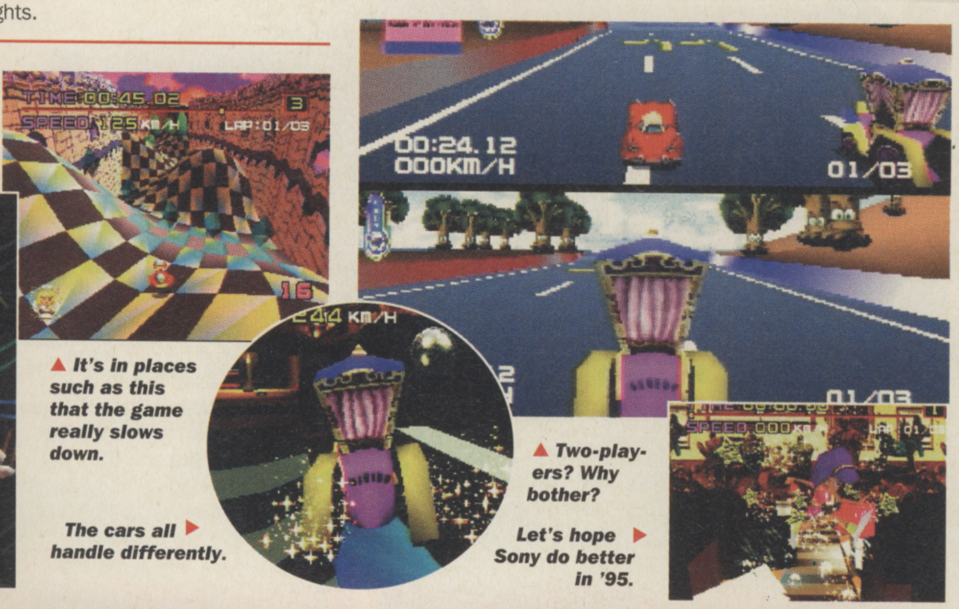
Swinging in with more hype than any other PlayStation game comes Motor Toon GP and you can't help but wonder why...

A lot of people misguidedly think that the arrival of machines such as the PlayStation will instantly transform the games industry, and that every disc they'll buy will be a quality title.

Wrong! Certainly some games are a quantum leap apart from anything we've had before – and so, it seems, is inconsistency. One minute we've got Ridge Racer, probably the finest driving game on console, the next we have Motor Toon Grand Prix. And it's a very different game in several ways.

Firstly, it's far more cutesy, at least it seems like that's the approach the programmers have taken. It's very similar to Stunt Race FX, although with a better two-player mode. However, it has all the hallmarks of being a rush job. The controls aren't brilliant, the gameplay's flawed and the graphic glitches are too numerous to count. You can see what the programmer's have intended to do, and the results, given time, would have been substantially better. As it is you've got a choice of two PlayStation race games. It's hardly a decision that'll give you sleepless nights.

▼ Even the rendered animations between races are rough around the edges.



▲ It's in places such as this that the game really slows down.

The cars all handle differently. ▶

▲ Two-players? Why bother?

Let's hope Sony do better in '95. ▶

VERDICT

PLAYSTATION

This is very much the Clockwork Knight of the PlayStation in that there is plenty of good ideas here completely written off by dodgy programming. It's almost certainly a rush job, and not a good one at that. The graphics are constantly breaking up, making it hard to determine where you are, and getting your car back on to the track after crashes can be a frustrating experience. I expected a lot more from this, especially after all the hype it's had in Japan, but I guess I just expected too much from such an early release.

MARK PATTERSON

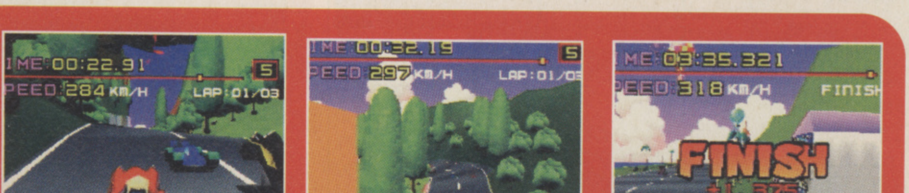
■ GRAPHICS	79
■ SOUND	90
■ PLAYABILITY	60
■ VALUE	54

OVERALL ■

59

CAR-AZY CHASE

It sums the game up that when you've powered your car up it vanishes and your character is left running along the course – who is much faster and easier to control.



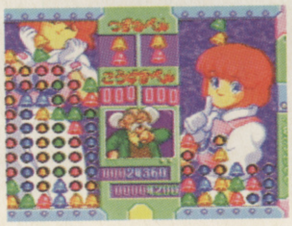
● GAME BY SOFTWARE INC ● PRICE: FROM £50 ● SUPPLIED BY PLAYSTATION GAMES 01753 576546

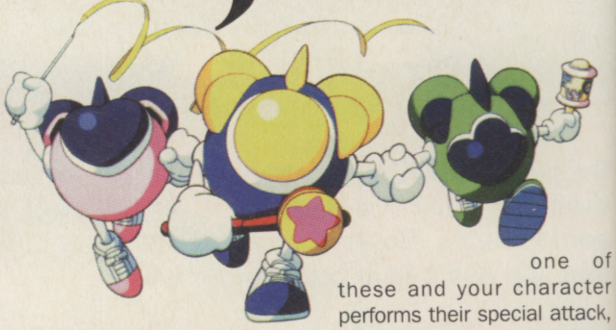
the new machines

PlayStation SEGA SATURN

- **PLAYSTATION**
- **Konami**
- **£50-80**
- **Out Now**

Stretch your PlayStation to its limits with this full-colour puzzle title.





Puzzle games have come a long way since Alexei Pajitnov first unveiled Tetris all those years ago. The puzzle scene has gone from being masses of strange titles you could never get your head around to being a series of clones of the same game which you still can't get your head around. Every format's got a Tetris-alike, and here's the one for the PlayStation.

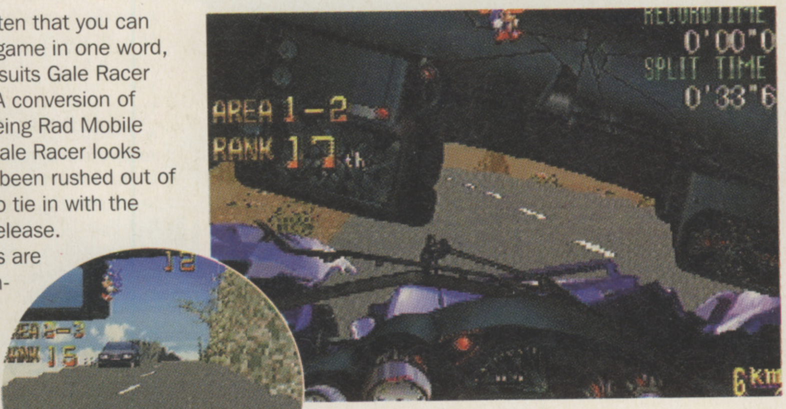
It's the usual drill, coloured bells fall in pairs from the top of the screen, match three or more of the same colour together and they disappear. The twist in this title is that some of the bells are stuck inside bubbles, and they're only freed when bells next to them explode. This means you can have a number of time-bomb multiple strings in among the bells. Activate one of these and your character performs their special attack, which usually results in a whole ruck of bubble-clad bells suddenly appearing on your opponent's side of the screen. When the bells reach the top of your screen it's game over.

pop 'n' twinbee

- **SATURN**
- **Sega**

gale racer

It isn't often that you can sum up a game in one word, but 'Crap' suits Gale Racer perfectly. A conversion of Sega's ageing Rad Mobile coin-op, Gale Racer looks like it has been rushed out of the door to tie in with the Saturn's release. The sprites are two-dimensional, badly defined, and the amount of flicker when the screen gets busy is unforgivable. It doesn't even play well. An atrocious game, this isn't so much a gale as a wet fart. Truly awful stuff.



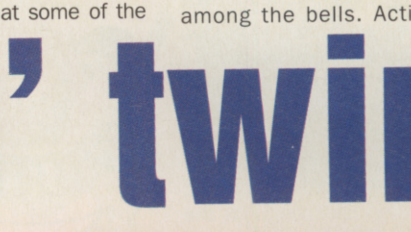
▲ *A God-awful piece of crap.*

OVERALL

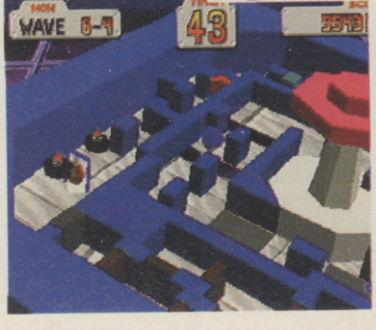
17

- **SATURN**
- **Time Warner**

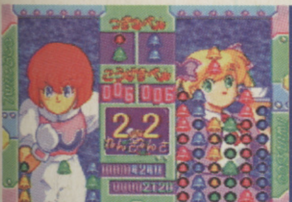
tama



Designed to make the most of the Saturn's zoom and rotational capabilities, Tama is an update of those old ball-bearing maze games you used to find in crackers. Guiding a small metallic ball across a series of obstacle-filled courses, the basic aim of the game is to reach the end of the stage before the timer expires. While this sounds very easy, holes, gates and deadly creatures are added to the mix to make things trickier. An entertaining puzzler, Tama's greatest fault is that it soon gets a bit repetitive — The thing is, is this really the kind of game that you bought a Saturn for?

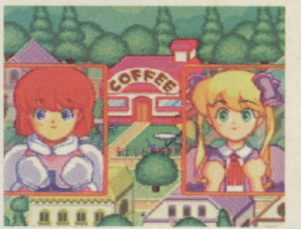


▲ ***Tama is, well, interesting. Not the kind of stuff that will keep you playing for ever, though.***



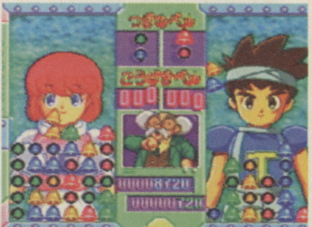
THE DECISION... IS YOURS AGAIN!

Before you start the game and after each continue you're given the opportunity to select your character. This makes quite a bit of difference as each one has a different range of attacks, depending on how many lines of bells are removed in one go. Some drop bubble bells from the top of the screen to create instant difficulties while others insert them at the bottom...



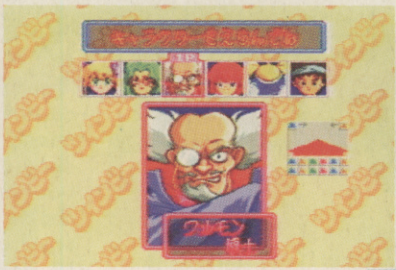
◀ *Before each round you're given a quick look at each opponent's gaff. How very nice.*

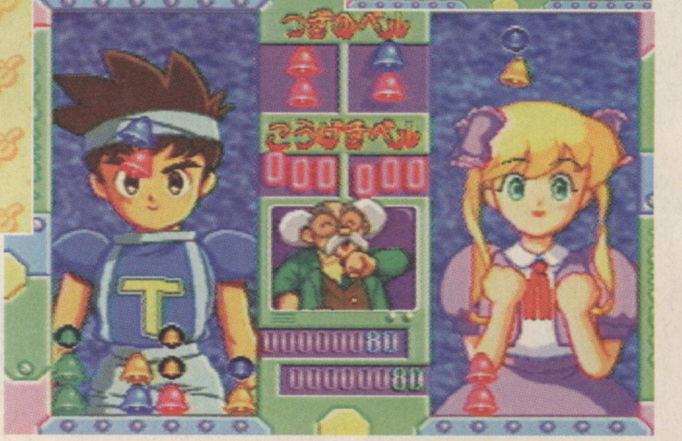
Position bubbles of the same colour together to set up big traps. ▼



Your character appears in the background of your screen and responds to what's happening in the game, carrying out attacks and warning you when you're about to die. ▼

The character select screen features a diagram of each special attack to aid your decision. ▶





puzzle

VERDICT

PLAYSTATION

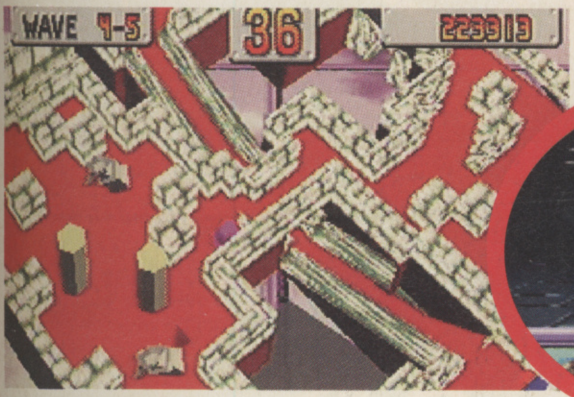
While there's nothing here which couldn't easily have been replicated on a SNES it's hard to fault Pop 'n' Twinbee Puzzle on playability. The basic difficulty level may be a little on the easy side, but this has obviously been created for two players to go head-to-head. The various attacks and the bubble bells make this closer to Hebereke's Popoon than Tetris, which is no bad thing. No next generation thrills but a solidly playable two-player puzzle game.

RAD AUTOMATIC

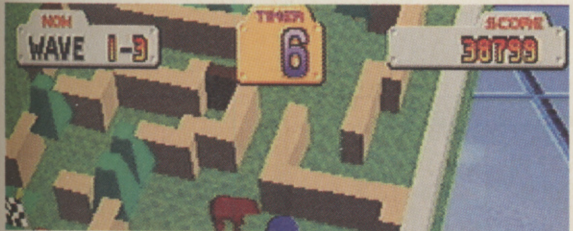
■ GRAPHICS	76
■ SOUND	88
■ PLAYABILITY	90
■ VALUE	82

OVERALL ■

87



▲ *Honestly, you're better off with one of the plastic versions.*



▲ *It looks good, but Tama's a bit boring, really.*

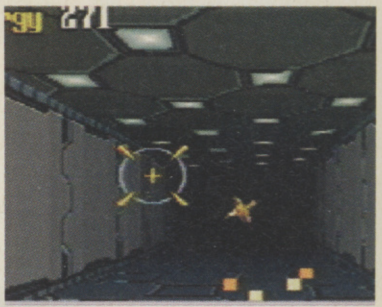
OVERALL ■

72

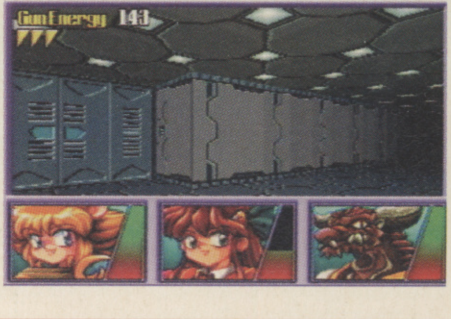
■ *PLAYSTATION*
■ *Sony*

crime crackers

Check the bundled software with your Playstation carefully – it may be Crime Crackers. This is a first-person perspective shoot-'em up in which you play a party of three super-cops – a fast one, a strong one and a medium one as usual. Whichever one you're playing at at any time makes little difference to the basic formula of walk forward, draw your gun (you can't do both at the same time), shoot a floating enemy, repeat. There's no variety to the proceedings and certainly not much fun. Not what we we're waiting for.



▲ *Don't expect a science fiction version of Doom.*



OVERALL ■

53

the new machines

your questions answered...

SONY
PlayStation
SONY

SEGA SATURN

PlayStation

Our 'phones don't stop ringing at the moment as you lot call in your dozens wanting to know more about the PlayStation and Saturn. To save you the expense of a call, here are a few of your common questions answered.

What's best, Saturn or PlayStation?

On paper the PlayStation has the edge. However, both machines are very powerful and capable of replicating almost any coin-op.

When are they coming out officially?

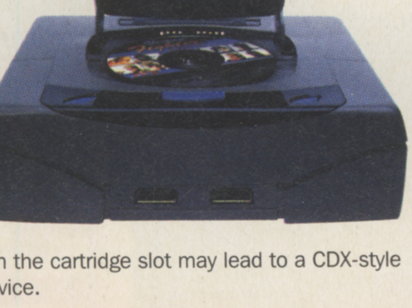
There aren't any firm dates yet, but September-November looks likely for both systems.

How much will they cost?

We still don't know, but we'd estimate between £350 and £400.

Will import machines be compatible with official games?

Again, it's still not known for sure. It seems likely that both Sega and Sony will have some kind of lock-out system to beat the import game. In the case of the Saturn the cartridge slot may lead to a CDX-style import busting device.



▲ *Whose head will you be beating on your new machine?*

Will Street Fighter/ Mortal Kombat/ Samurai Shodown be coming out for them?

No one has announced plans to convert any of these games, but it's very likely that they'll appear in some form late next year.

Is it true that Sony are doing a 64-Bit PlayStation?

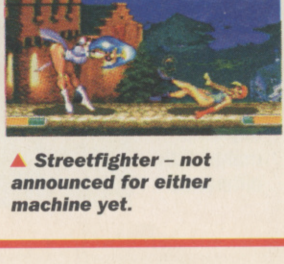
Both companies are convinced their machines have what it takes to last for several years, by which time the market will have evolved so they'll be looking at creating something more than a standard games machine.

Do 32X games work with the Saturn?

No. It is possible for Sega to produce an adaptor for just such a case, but what's the point? The Saturn's a vastly more powerful machine, so who wants to play games that are technically inferior?

Is there going to be a Saturn joystick?

Yes, although it's reported to have been redesigned at the request of the AM2 department.



▲ *Streetfighter – not announced for either machine yet.*

How do the PlayStation's memory cards work?

Most games have an option to save out configuration changes, high scores, game positions and any other details. The card can hold quite a bit of information which can be deleted at any time, or you can use additional cards.

Why are PlayStation discs black?

Apparently it's something to do with the amount of light reflected and that black discs are more efficient. However, if this is the case, and it's not just a gimmick, why doesn't anyone else do it?

Is Daytona better than Ridge Racer?

Who knows? It was in th arcades,

PIT WORK!
06/12

▲ *Ridge Racer and Daytona – they've both got cars in them.*

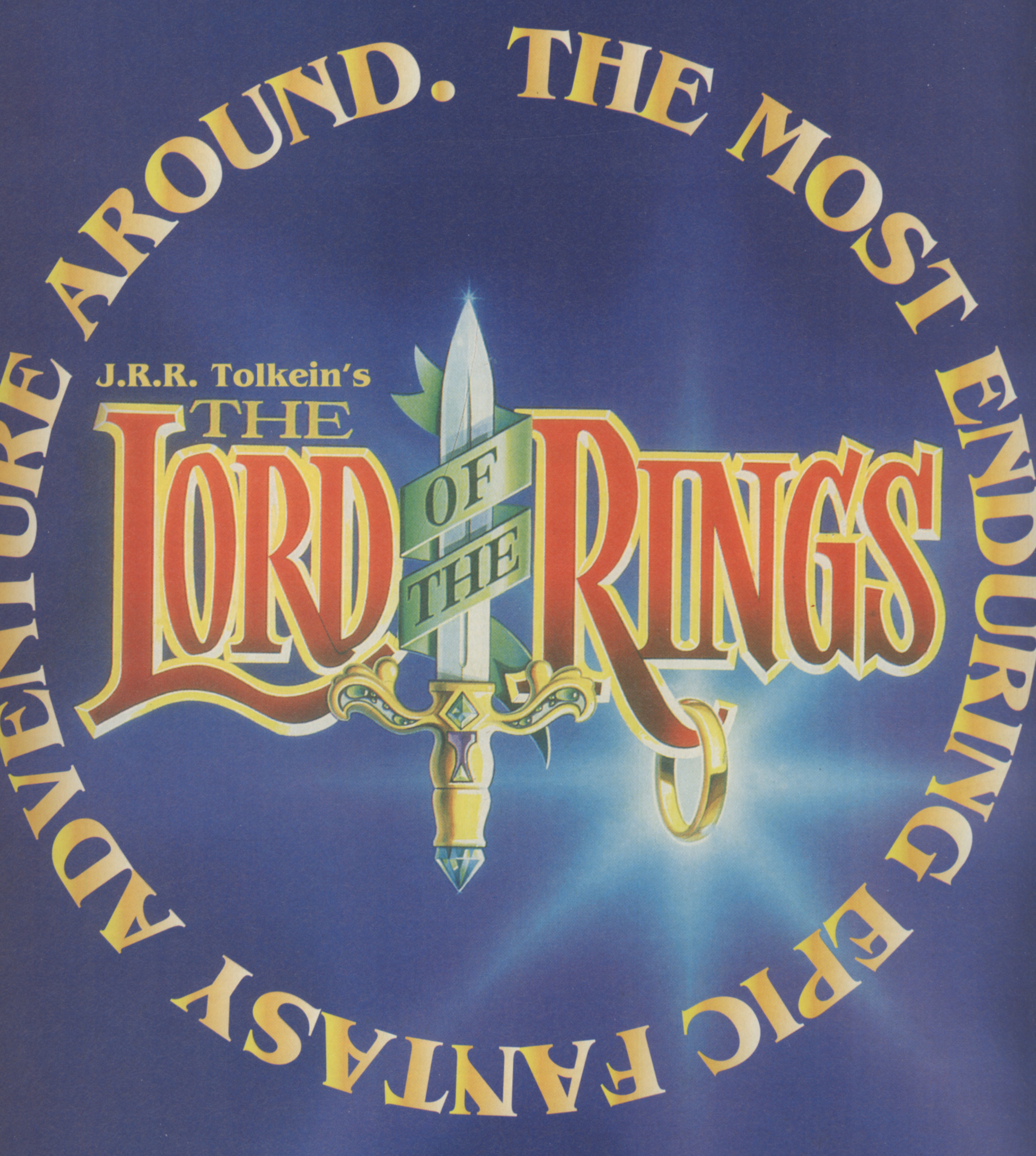
but the Saturn version isn't due out until April '95 so we'll reserve judgment until we've seen a finished versio running.

Which machine's going to be the biggest selling?

Obviously being an established name in the console market, Sega have a head start. But the key is getting the software right. Whoever manages to produce a consistent range of quality titles first looks like a good bet fo the top slot.

How much do the games cost?

At the moment, on import, anything from £60-£90. Although we expect the prices should start dropping around Easter.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■ **PC CD-ROM**

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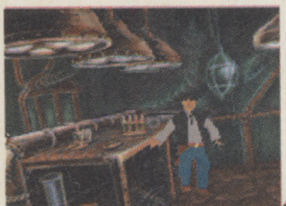
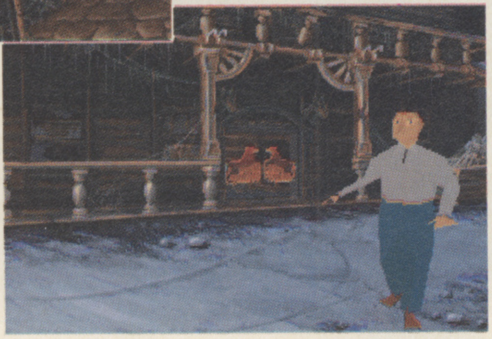
- **Adventure**
- **Infogrames**

■Programmed **In house** ■Initiated **April '94** ■90% complete ■3DO version planned ■No other versions available ■Estimated release **February**

An Alone in the Dark game finally makes it to PC CD-ROM. It's the third in the series and the spookiest by far. Stick yer spurs on yer boots and ride into town...

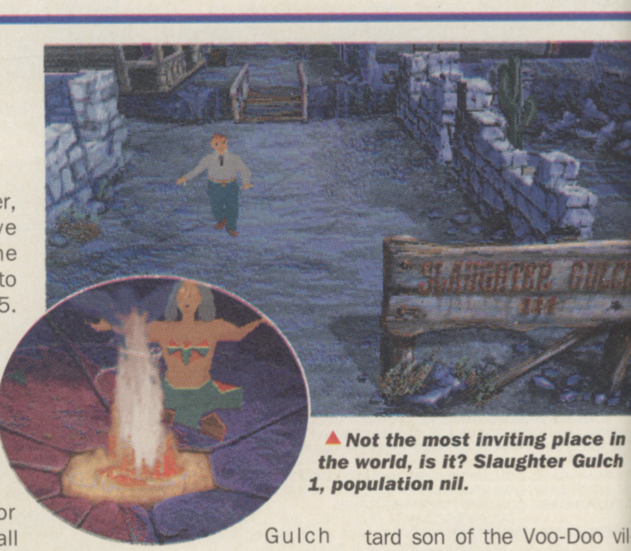




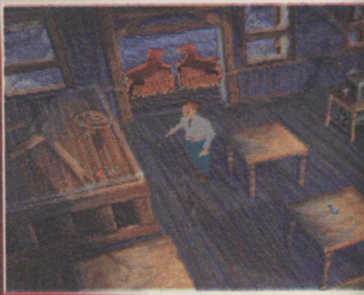
▲Ed will need to swallow a few chemical cocktails if he wants to make it to the end.

The Alone in the Dark series has been wowing PC owners for a good few years now and Infogrames is hoping for a similar sort of hit with this CD sequel. Starring, as ever, the inimitable detective Edward Carnby, the game takes our fearless sleuth to the Mojave desert in 1925. Ghostly goings on are rife on a film set in the macabrely named Slaughter Gulch; one minute it was a hive of Western B-movie activity, next thing nothing – just a lonesome steed fleeing for its life with the words 'Call Carnby' smeared in blood upon its saddle.

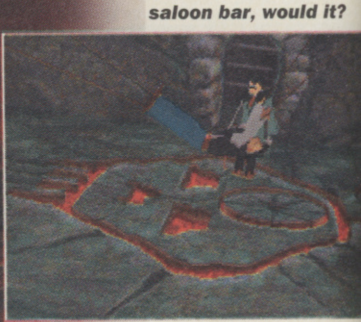
Never one to pass up on a challenge, the intrepid investigator dives in for the crack and finds Slaughter Gulch has been transformed into a Ghost Town – literally. The place is absolutely crawling with Zombies – Cowboy Zombies – led by Jed Stone, the bastard son of the Voo-Doo villainess, Elizabeth Jarrett o Alone in the Dark 2 fame This is the biggest Alone i the Dark game so far with a huge landscape over which our hero does his usual stuf



▲Not the most inviting place in the world, is it? Slaughter Gulch 1, population nil.



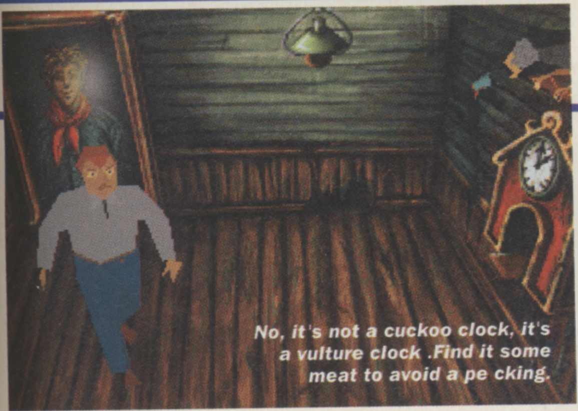
▲It wouldn't be a Western without a saloon bar, would it?



▲One of the many tasteful deaths that await Ed if he fails.

alone in the

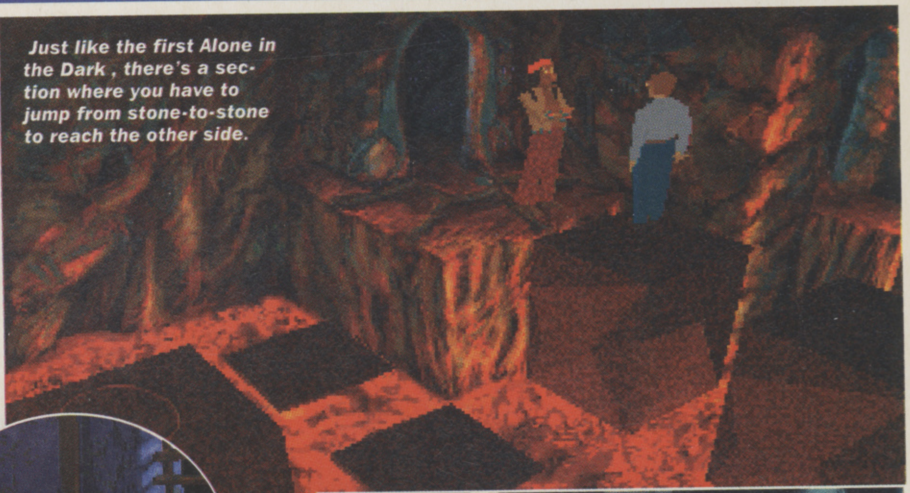
● GAME BY INFOGRAMES ● CONTACT INFOGRAMES (0171-738 8199) FOR INFORMATION



No, it's not a cuckoo clock, it's a vulture clock .Find it some meat to avoid a pe cking.

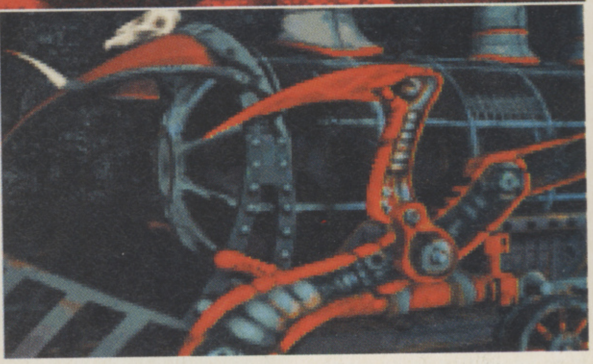
– running around, getting himself into fixes, fighting his way out of them and doing some major puzzle-solving on the way.

The game's a bit of a bummer for Eddie because at one point he actually gets wasted by a demon bullet from hell. Being a lucky kinda guy though, Slaughter Gulch was built on an old Indian burial ground so Ed gets helped out by an existing Indian tribe – they manage to bring him back to life but they obviously had a bit of a hangover when they weaved their magic because he comes back as a cougar. Our hero has to remain in this animalistic state until he finds a talisman capable of transforming him back to his rootin' tootin' self.



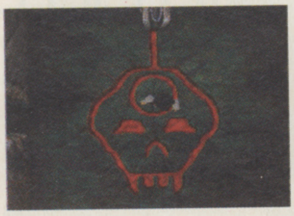
Just like the first Alone in the Dark , there's a section where you have to jump from stone-to-stone to reach the other side.

◀ It's Alone 3 and the viewing angles are as weird as ever.



▲ The game ends with a nice, rendered end sequence as Ed and Emily escape from Slaughter Gulch in a demonic train.

Alone 3 has bigger, badder guns than either of its predecessors.▼

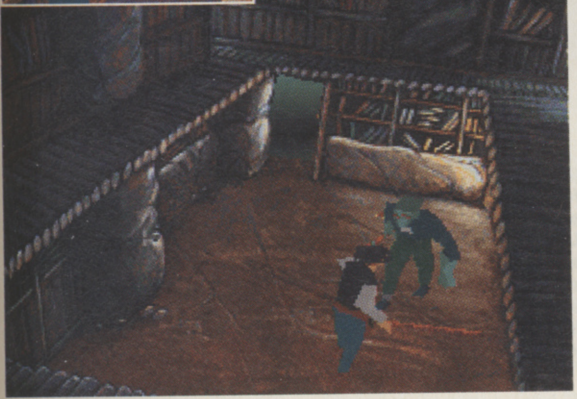


▲ Alone 3 is full of the usual skullduggery...

▲ Don't slip, or Ed's going to get a very hot bath indeed.

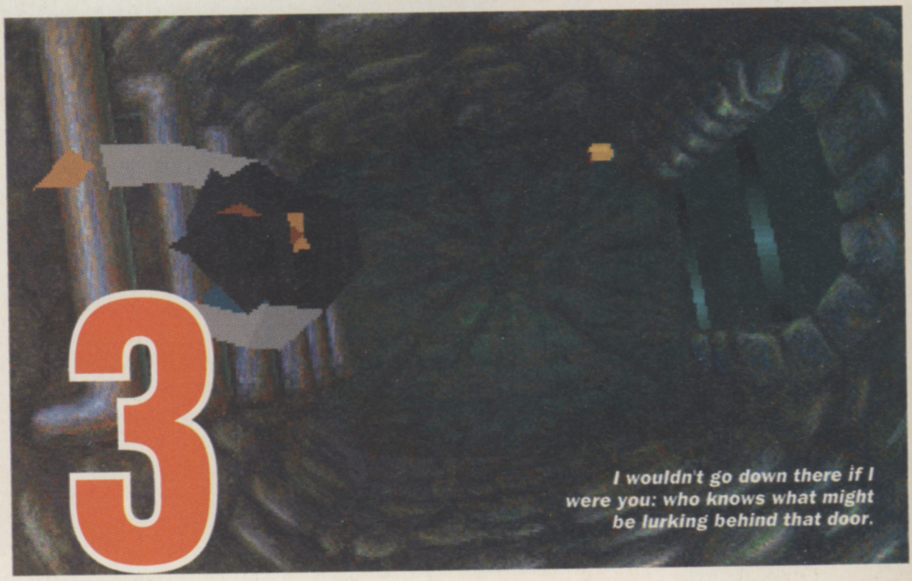
CHANGES

Alone in the Dark 2 was criticised by some for concentrating too heavily on the fighting front – Infogrames has obviously picked up on this because reverting more to the original, Alone in the Dark 3 is much more puzzle orientated – although there are some rather ace weapons with which to murder your foes such as Winchester rifles, heavy duty shotguns and an excellent Gatling gun.



▲ If it's got a green face, kill it. But how exactly do you go about killing something who is already dead?

dark 3



I wouldn't go down there if I were you: who knows what might be lurking behind that door.

WORK IN PROGRESS

■ **3DO**

■ ***£Unconfirmed***
■ ***RPG***
■ ***Konami***

■ *Programmed by Konami* ■ *Initiated in Japan August '94* ■ *95% complete* ■ *PC versions available* ■ *No other versions planned* ■ *Estimated release February*

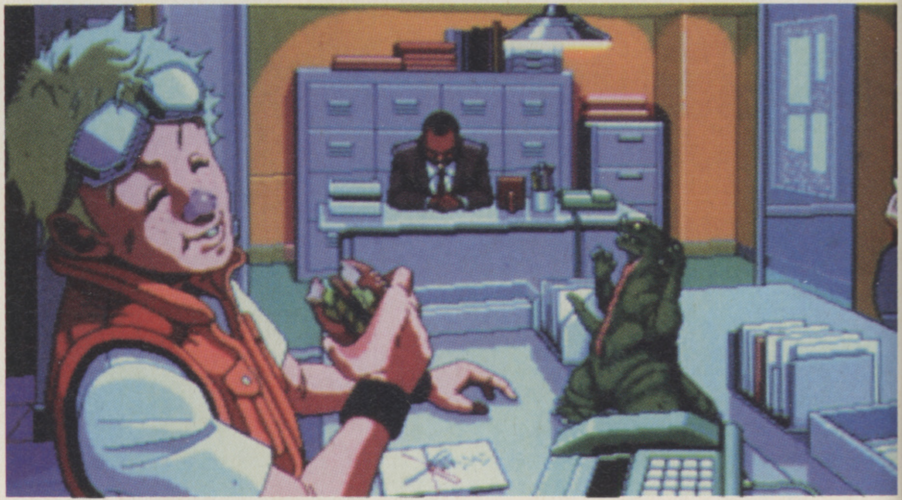
POLICENAUTS

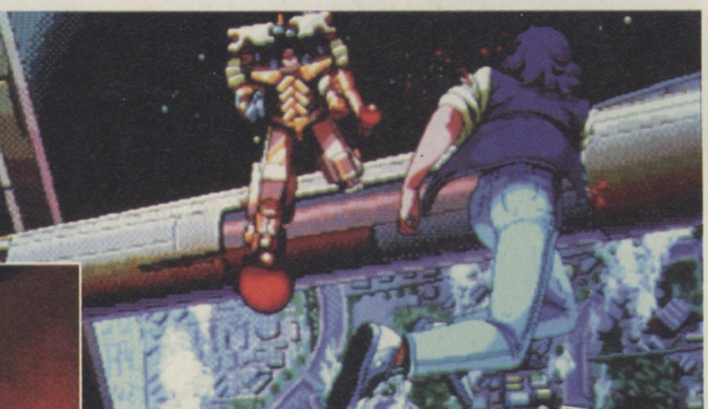
Take your seats for Japan's latest contribution to the sum total of world culture...

Last month we went loony about Snatcher, the guns 'n' gals 'n' gags RPG licensed by Konami. So imagine our delight when the sequel, Policenauts, turned up on 3DO. We don't want to give too much away, but the story concerns an evil space mafia's trade in biomodes – dead human bodies hooked up to life support machines to act as organ preservers for the lucrative and illegal body bits market.

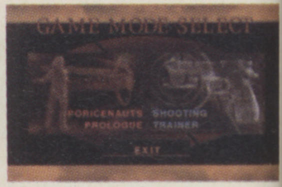
You play a secret mafia-smashing space agent with a cyber-mission (as in futuristic set of orders, not a futuristic order of nuns). Your task is to infiltrate and destroy the evil future space syndicate using a combination of quick wits and a handy trigger finger.

The plot of Policenauts is as interesting as its predecessor, and the cast of characters as bizarre and inventive as you could hope for. However, none of this matters a jot – what really counts is the level of senseless violence and gratuitous rudity of graphics. While it seems likely some of the more extreme scenes will be cut for us sensitive, cultured Europeans, Policenauts promises to contain more than its fair share of oldster-panicking moments. Well done chaps.



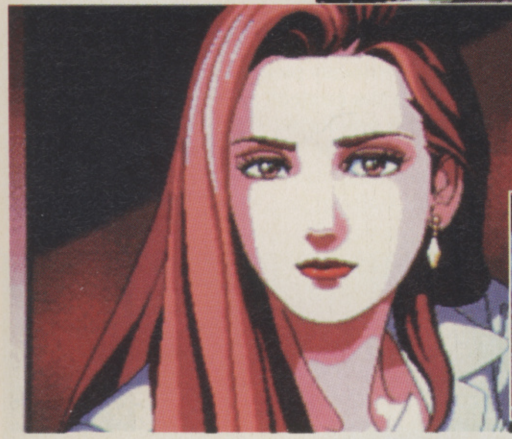


My money's on the one with the masive suit of mech armour.



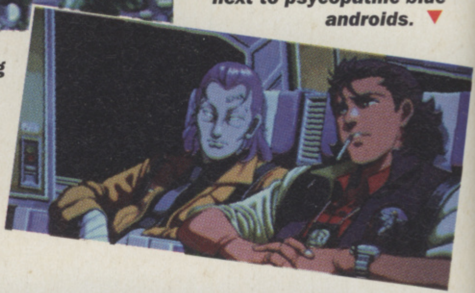
▲ ***Hmm, what do I go for, prologue or shooting training What a dificult choice.***

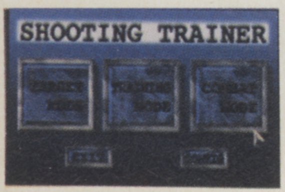
Remember children, smoking is very bad for you and you shouldn't do it. As is sitting next to psycopathic blue androids. ▼



▲ ***Cor! A babe! she fancies you, she does. No really.***

◄ ***A towering space thing looks pensive. Lord knows what it's supposed to be, but it looks very nice.***

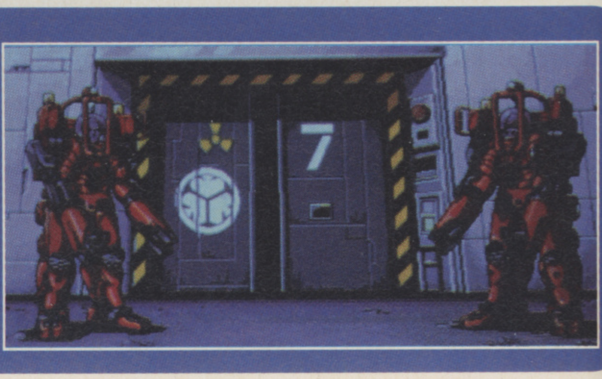




▲ ***Good grief, the questions never stop! Target, training or combat, eh? Hmmm.***

FEEL LUCKY, CYBERPUNK?

Policenauts, like Snatcher before it, relies on more than just investigative procedure and dialogue to keep things running smoothly, there's also a combat element. Whilst shooting doesn't take up all that much of the game it's important to make sure you're good at it or you'll get stuck time and time again. Luckily there's a variety of training programmes for inexperienced marksmen before you set off into the wilds of space, to shoot deadly organ procurers in the face.



● GAME BY KONAMI ● CONTACT KONAMI (0895 853000) FOR INFORMATION

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WAYNE'S WORLD
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You'll Cry Again!!
You'll Hurl Again!!!
PG

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Promoter; CIC Video, Glenthorne House, 5-17 Hammersmith Grove, London W6 0ND. Do not send entries to this address.

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WORK IN PROGRESS

CD-i

- **£Unconfirmed**
- **Arcade Adventure**
- **Philips**

- Programmed by Delphine
- Initiated January '94
- 80% complete
- No other versions planned
- SNES, Mega Drive, PC, Amiga versions available
- Estimated release March '95

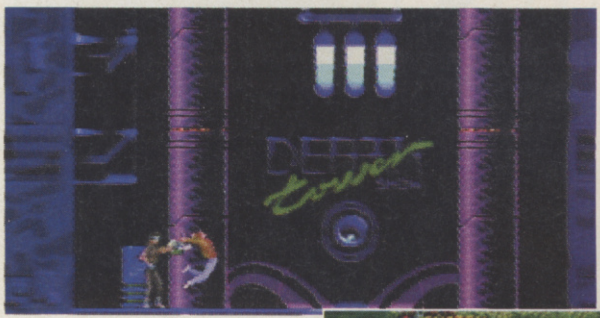
Conrad B Hart creates a machine capable of analysing the molecular structure of any living being and Philips creates a machine capable of bringing him alive...

FLASHBACK

It must be a bit of a bummer creating this amazing machine which can analyse the molecular structure of any creature, only to find when you give it a try out, that most of the world leaders are actually aliens in disguise — heavy trip maaa-n! This is exactly what happens to our mate Conrad — a galactical investigator — in the year 2142. What to do, what to do? Oh yeah, that's a good idea Connie baby — let the extra-terrestrials know that you've found out their embarrassing little secret forcing them to kidnap you and dump you on an alien planet. You were lucky, the last person who found them out had his bottom surgically removed, was forced to wear purple and yellow-striped tank tops and was brain-bent into singing Kylie songs forever more so that people wrote him off as a complete nutter whenever he was lucid enough to spill the beans.

Anyway, the bottom line is, Flashback has finally made it to the CD-i after doing the rounds on almost every other system going. It's an arcade adventure affair with you guiding Conrad through the horrors of the alien planet in a desperate bid to return to Earth.

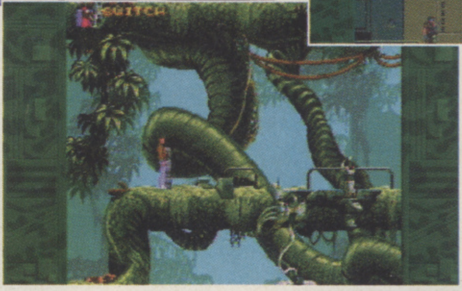
As you'd expect from the CD-i, polygon graphics are used to produce loads of pretty cinematic intro and cut-screen sequences but the main game itself is pretty much the same as the other versions — three worlds, loads of huge levels including Jungle, Titan Base, Death Tower Gameshow, Earth and the Alien Planet. The name of the game is jumping, shooting, chatting to the natives, interacting with anything that will let you and basically saving



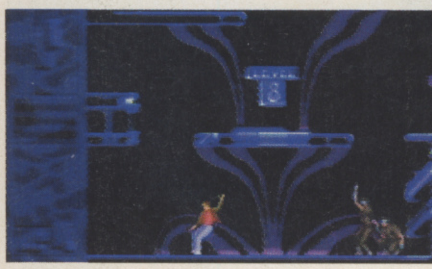
These guards use jet packs to swoop down on you at inopportune moments. ▼

◀ *It's amazing how a bullet in the bum can produce a ballet performance that's fit for any royal performance of Swan Lake.*

▲ *This is no time for a kip — get up and fight, you fool!*



▲ *Phwoar — look at that luverley switch. It might even let you interact with it if you ask nicely.*



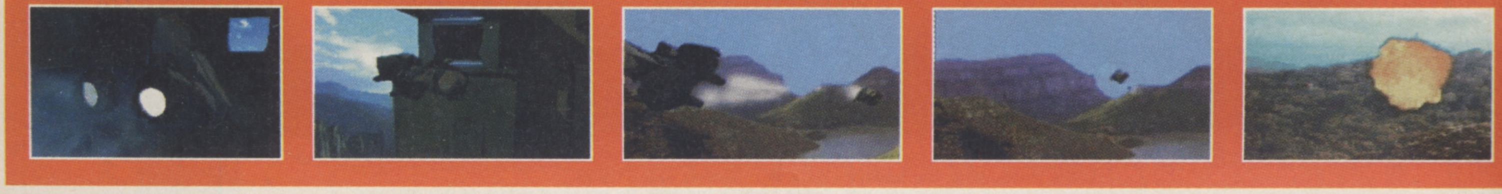
▲ *OK, hands up if you're a bit of a girl's blouse woosie who likes playing with dolls.*

▶ *If you get into a bit of a fix, or just if you feel like a bit lonely and want a chat tap into your friendly neighbourhood hologram via a rather groovy cinematic cut screen.*

▲ *Your father was a hamster and your mother smelt of elderberries, now get out of my goddamn way you alien you.*

ON YOUR SCREEN IN A FLASH

The smart cinematic intro sequence shows an alien spaceship streaking across the skies then crash landing in spectacular style on the alien planet.



● GAME BY DELPHINE ● CONTACT PHILIPS (0171-911 3000) FOR INFORMATION

WORK IN PROGRESS

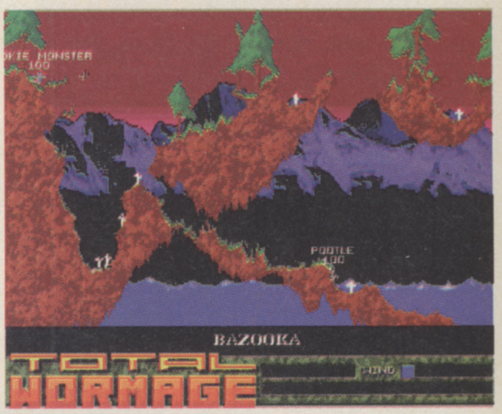
■ ALL AMIGAS/CD32/PC/PC CD-ROM

- £Unconfirmed
- Platform
- Team 17

■ Programmed by Andy Davison ■ Initiated August 1994 ■ 70% complete ■ No other versions planned ■ No other versions available ■ Estimated release date April 1995

Prepare yourself for a well hard bunch of worms that aren't going to stand for being trod on...

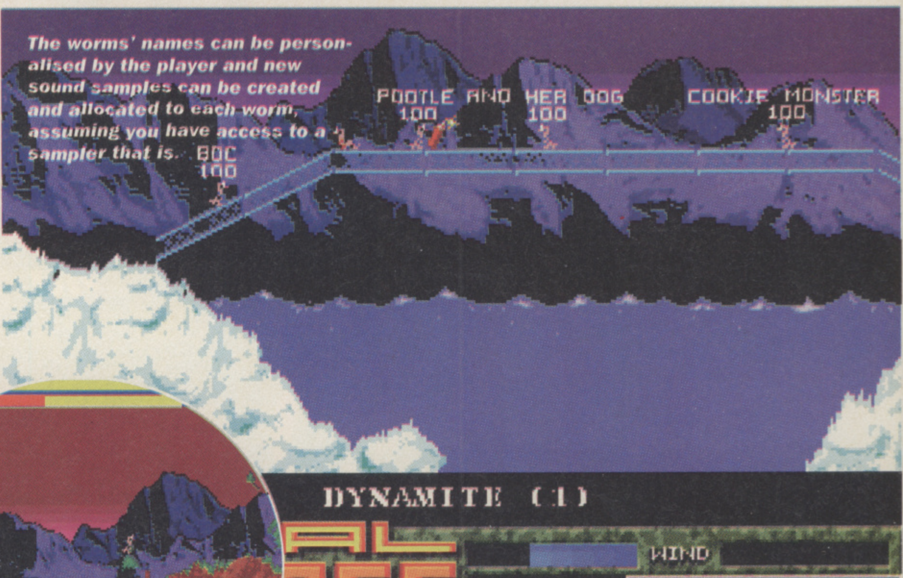
WORMS



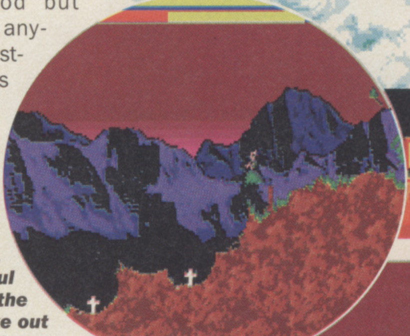
Worms will have a network option ► allowing up to 16 competitors to destroy each other at any one time.

Worms are a bit crap on the whole aren't they? I mean ignoring the Jim variety about the only thing they're good for is cutting them in half and marvelling at how the two bits carry on with life as though nothing has happened. Team 17 aims to give the worm population a bit more credibility, though, with its forthcoming title based around the earth-burrowing ones.

Developed by Andy Davison, Worms is probably best described as a hybrid between Lemmings and Cannon Fodder. Kill or be killed is the only rule that matters as up to four platoons of four worms slug it out in a multi–directional scrolling landscape. Each worm has a variety of weapons at its disposal including bazookas, homing missiles, Uzis and hand grenades, with the winner being the person with the most survivors at the end of a scrap. Weapon crates are scattered over the playfield and airstrikes can be used too, so there's no danger of the carnage slowing down. The worms are also a bit handy in close combat and have a range of dragon punch-style moves available, as well as individual finishing moves which include using a chainsaw or baseball bat. Team 17's reputation for producing quality software suggests that Worms will probably be good but whether it offers anything new to the vastly copied Lemmings genre we can only wait and see...

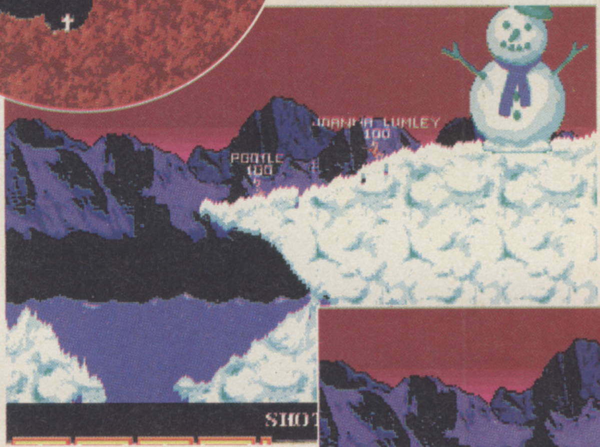


The worms' names can be personalised by the player and new sound samples can be created and allocated to each worm, assuming you have access to a sampler that is.

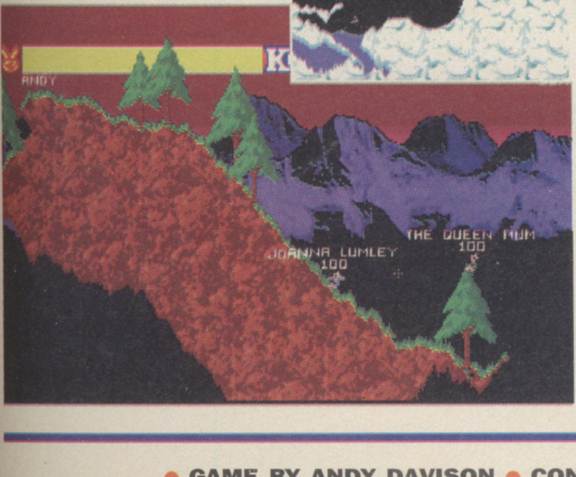


Each worm will ► have an energy rating from 1–100. Use a powerful weapon like the bazooka to take out large chunks of the enemies' energy.

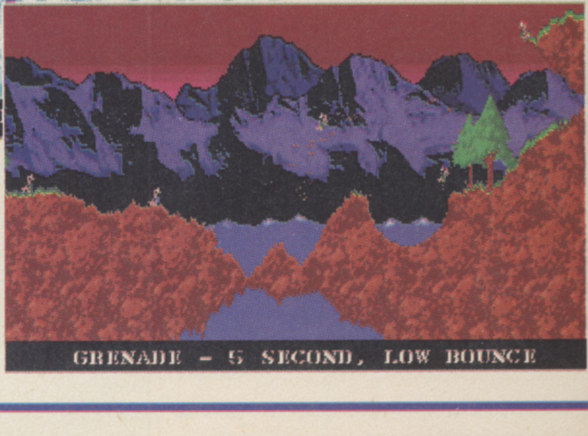
Cause massive carnage with the large range of weapons available which include Uzis and bazookas. ▼



▲ If your worms are outgunned it will be possible to call in airstrikes to even out the odds.



◄ Graphically Worms is uncannily like Lemmings but the gameplay is more akin to Cannon Fodder.



● GAME BY ANDY DAVISON ● CONTACT TEAM 17 (01924 385903 OR EMAIL TEAM17@CIX.COMPULINK.CO.UK) FOR INFORMATION

WORK IN PROGRESS

■ SNES/MEGA DRIVE

■ £Unconfirmed
■ Sports
■ Acclaim

■Programmed by **Iguana** ■Initiated **May** ■**90%** complete ■ Game Boy version planned ■Arcade version available ■Estimated release **February '9**

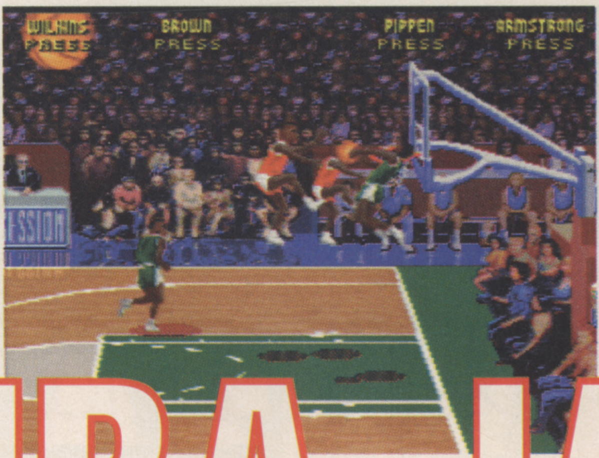
NBA JAM
TOURNAMENT EDITION

Boomshakalaka! The best basketball game ever is on its way back in an all new tournament edition...

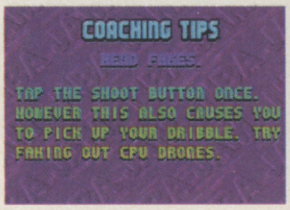
Fact – basketball games used to stink more than a sunbathing kipper. That was before NBA Jam slam dunked its way onto our screens the best part of a year ago and made the genre its own. What made NBA Jam such a star was its simple and fluid gameplay and of course those unbelievable dunks complete with the odd flaming ball now and again!

Well now NBA Jam's back in an all-new and improved tournament edition. One of the many additions is that for a limited period of time pick-ups will litter the court. Collecting these will result in one of a number of power–ups, including permanent 'He's on Fire!', better defence and even one where a mini earthquake causes opponents to fall over! Each team is now made up of five players, though of course only two can play at once. Substitutes come in handy at the end of a period as players can now be injured by violent shunts from the opposition.

Hot spot stars also appear on the court and these either give a higher dunk score (anything from four to eight is typical) or let the players score outrageous dunks from anywhere on the court. Other new bits include a juice mode which enables you to increase the game's speed (which was in the first game but it was a hidden cheat), plus 33 new secret players include rumoured Mortal Kombat characters. And there's lots more statistics than previously, but that's very boring so I won't go on.



All the players are a lot tighter at defence than previously so high scores are out unless you dunk from a hot spot.

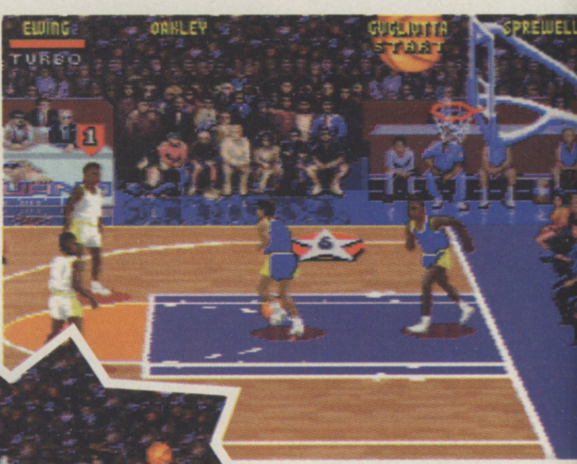


COACHING TIPS

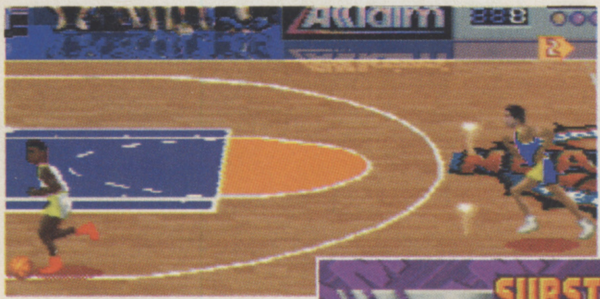
HEAD FAKES.

TAP THE SHOOT BUTTON ONCE. HOWEVER THIS ALSO CAUSES YOU TO PICK UP YOUR DRIBBLE. TRY FAKING OUT CPU DRONES.

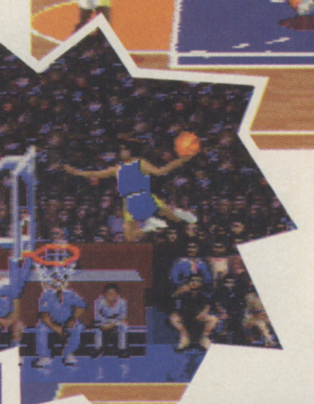
▲ Pay attention to the coaching tips, some of them are actually quite useful this time round.



▲ Approach these numbered hot spots at top speed and the player will fly into the air and score a spectacular dunk worth the number in the star. And yes you can score from anywhere on the court.

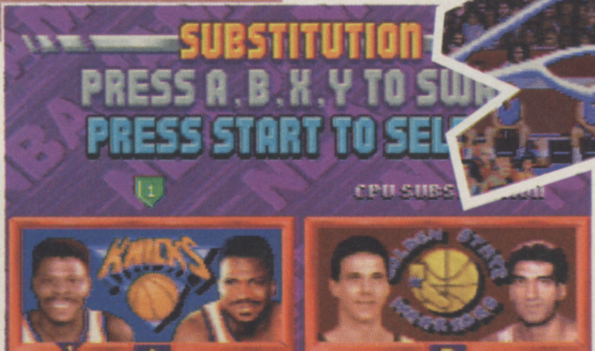


▲ The turbo option will remain the same and is indicated when in use by the player's feet being a different colour.



A whole host of spectacular new dunks will await you including this tasty splits. number. ▶

▲ Will you be able to discover the 33 secret players rumoured to include an All–Star team and characters from Mortal Kombat?



SUBSTITUTION

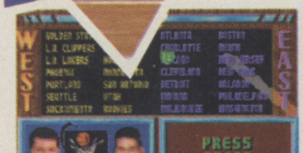
PRESS A,B,X,Y TO SW

PRESS START TO SEL

CPU SUBS

EWING	OAKLEY	GUGLIOTTA	SEIKALY
SPD:7 POWER:8	SPD:3 POWER:9	SPD:7 POWER:8	SPD:3 POWER:6
3PTS:4 STEAL:4	3PTS:1 STEAL:1	3PTS:7 STEAL:4	3PTS:3 STEAL:3
DUNK:9 BLOCK:9	DUNK:5 BLOCK:8	DUNK:7 BLOCK:5	DUNK:8 BLOCK:8
PASS:2 CLTCH:4	PASS:4 CLTCH:1	PASS:5 CLTCH:4	PASS:4 CLTCH:3
INJURY: 3	INJURY: 5	INJURY: 4	INJURY: 0

▲ Players can become injured easily, so keep an eye on their injury rating in the stats and sub them quickly if necessary so the injury doesn't become worse.



WEST

GOLDEN STA		ATLANTA	BOSTON
L.A. CLIPPERS		CHARLOTTE	MIAMI
L.A. LAKERS		CHICAGO	NEW JERSEY
PHOENIX		CLEVELAND	NEW YORK
PORTLAND	SAN ANTONIO	DETROIT	ORLANDO
SEATTLE	UTAH	INDIANA	PHILADELPHIA
SACRAMENTO	ROOKIES	MILWAUKEE	WASHINGTON

EAST

CAVS

PRICE DAUGHERTY

PRESS START

▲ Players now have more stats so choosing players is a more complex process.

▲ The letter in the pick–up corresponds to what it does So a D will boost your defence while S, for instance, will boost the player's speed.

● CONTACT ACCLAIM (0171-343 5000) FOR INFORMATION ● GAME SIZE: 24MEGS

SILICA ARE NOW IN 18 BRANCHES OF

DEBENHAMS

SEE BOTTOM PANEL FOR DETAILS

JAGUAR OFFICIAL UK PRODUCT

Look out! There are some stray cats coming into the country! Some USA Jaguars have been imported into the UK unofficially. This imported product has been manufactured for America and is not compatible with UK Jaguar equipment. Look out for the UK sticker above on the Jaguar products you buy. This will ensure it is official product and will work properly in the UK.

AWESOME SOFTWARE

227484
EAT ELECTRIC DEATH!

SOFTWARE UPDATE

AS OF EARLY DECEMBER '94

There are now more than 150 developers signed up to produce Jaguar software titles. The following are the current titles, with Atari's release dates.

Alien v Predator - JGS 1122	*NOW*	£54
Brutal Sports Football - JGS 1532	*NOW*	£54
Bubsy the Bobcat - JGS 1581	*NOW*	£49
Cannon Fodder - JGS1704	*NOW*	£39
Chequered Flag - JGS 1761	*NOW*	£54
Club Drive - JGS 1794	*NOW*	£49
Crescent Galaxy - JGS 1852	*NOW*	£39
Doom - JGS 2282	*NOW*	£59
Dragon - Bruce Lee Story - JGS 2272	*NOW*	£54
Evolution - Dino Dudes - JGS 2462	*NOW*	£39
Iron Soldier - JGS 4011	*NOW*	£54
Kasumi Ninja - JGS 4502	*NOW*	£59
Raiden - JGS 6722	*NOW*	£39
Tempest 2000 - JGS 7472	*NOW*	£49
Wolfenstein 3D - JGS 8932	*NOW*	£49
Syndicate - JGS 7301	*DEC '94*	TBC
Theme Park - JGS 7501	*DEC '94*	TBC
Zool 2 - JGS 93122	*DEC '94*	£54
Pinball Fantasies - JGS 5931	*JAN '95*	TBC
Sensible Soccer - JGS 7011	*JAN '95*	TBC
Charles Barkley Basketball - JGS 1741	*FEB '95*	TBC
Creature Shock - JGS 1802	*FEB '95*	£39
Demolition Man - JGS 2142	*FEB '95*	£39
Flashback - JGS 2971	*FEB '95*	TBC
Rayman - JGS 6891	*FEB '95*	TBC
Rise of the Robots - JGS 6942	*FEB '95*	£49
Battlezone 2000 - JGS 1341	*EARLY '95*	TBC
Battlemorph - JCD 1201	*EARLY '95*	TBC
Blue Lightning - JCD 1531	*EARLY '95*	TBC
Hardball III - JGS 3841	*EARLY '95*	TBC
Legions of the Undead - JGS 4941	*EARLY '95*	TBC
Rage Rally - JGS 6521	*EARLY '95*	TBC
Space Wars - JGS 7031	*EARLY '95*	TBC
Star Raiders 2000 - JGS 7192	*EARLY '95*	£49
Tiny Toon Adventures - JGS 7592	*EARLY '95*	£49

ACCESSORIES

Composite Monitor Cable - JGA 4327		£16.99
Jaguar Controller - JGA 2000		£19.99
RF Switch Box inc Cable - JGA 4871		£16.99
Scart Cable - JGA 4200		£9.99
CD-ROM Add-On - JGA 1164	*JAN/FEB '95*	TBC
VR Headset	*LATE '95*	TBC

All Prices include VAT

PLAY WITH THE FUTURE NOW!

- ***SUPER CONSOLE! AHEAD OF THE PACK***
  Atari's Jaguar offers more power than any other system. It is totally futureproof with the power of virtual reality and remote gameplay via modem expected during next year.
- ***PLAY FROM ANY VIEW***
  Change play perspective. View gaming areas from above, left, right, behind or in front.
- ***ZOOM IN FOR CLOSE UP ACTION***
  Jaguar allows you to zoom in on any part of a game's play area.
- ***SAVE STATE OF PLAY***
  Store those high score tables and game positions in special random access memory stored on the cartridge.

EXPECTED DURING '95

- ***LINK UP WITH 'CATBOX'***
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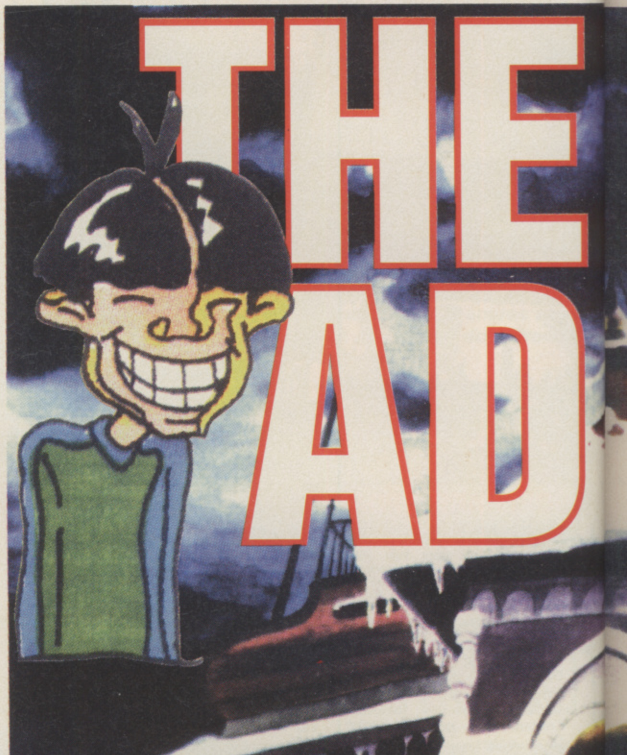
■ £Unconfirmed
■ RPG
■ Core Design

■ Programmed by Core Design ■ Initiated May ■ 90% complete ■ CD32 version planned ■ Other versions available ■ Estimated release February '95



Step back to the glorious Thatcher years with Core Design's latest blockbuster...

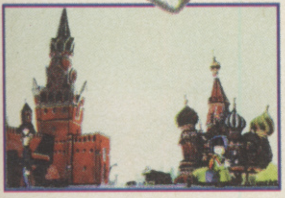
"Aha ha my American friend, we have planted a deadly flesh-eating virus in every Twinkie cake in the USA – soon all your beautiful Yankee dollars will be ours!"

"You'll never get away with this, you filthy commie pinko subversive! Soon our rootin' tootin' flag-salutin' Green Berets will arrive to rescue me, then all your disgusting ideals of communal unity will be crushed by the godly hand of good old Uncle Sam!"

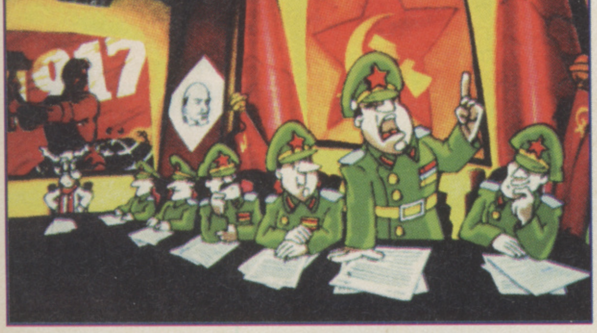
"Curses, Yankee pig-dog! Boris, launch some nuclear missiles at their precious Coca-Cola factory! Ahahahaaa!"

All right, so the Cold War might not have been a jolly time for much of the planet, but let's face it, it was responsible for some of the best (and most of the worst) plotlines spawned during the era. Never ones to let global reconciliation spoil things, Italy's Dynabyte is ready to relight the flame of ideological hatred once again with its latest effort, Big Red Adventure.

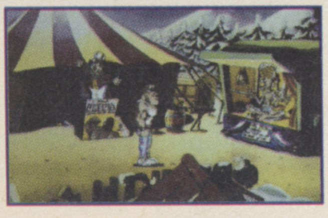
The plot centres around the USSR of the future, a peaceful capitalist idyll in which the populace lives in harmony. An evil gang of fur hat-sporting Marxists are somewhat miffed about all of this and hatch a plot to restore the rule of the Communist Party. This is where you come in. You play Dino Fagoli, a punch-drunk Italian ex-boxer. You also play Doug Nuts, a techno-cyber-geek with a penchant for criminality. And, for that matter, Donna Fatale, a tart. But not all at the same time. At first, it might sound a bit confusing, but this is one of those Lucasarts-stylee icon-driven graphic adventures which follows each of our heroes through a number of scrapes before they all get to meet up and save the world. As you can no doubt tell from the screenshots, Big Red Adventure looks pretty flipping ace already. How it plays we're not sure, but stay tuned for our full and comprehensive review where we'll all get to find out.



▲ A variety of Russian buildings looked calm yesterday.

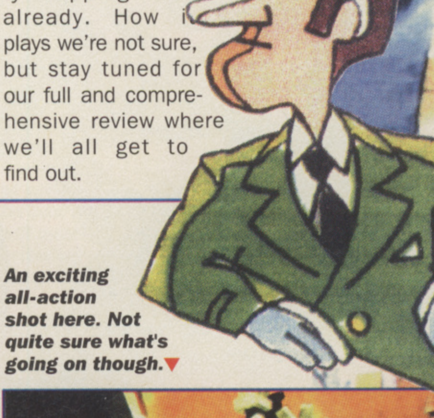


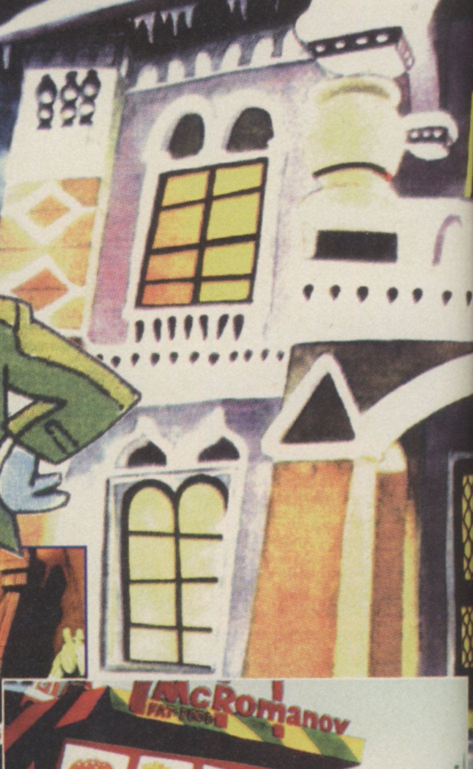
▲ "And more... much more than a-this... hi did it... myyyy a-waaaaayah!"



Hey, guve me that back you stupid fakir! © The It Ain't Half Hot Mum Joke Book ▶

An exciting all-action shot here. Not quite sure what's going on though. ▼

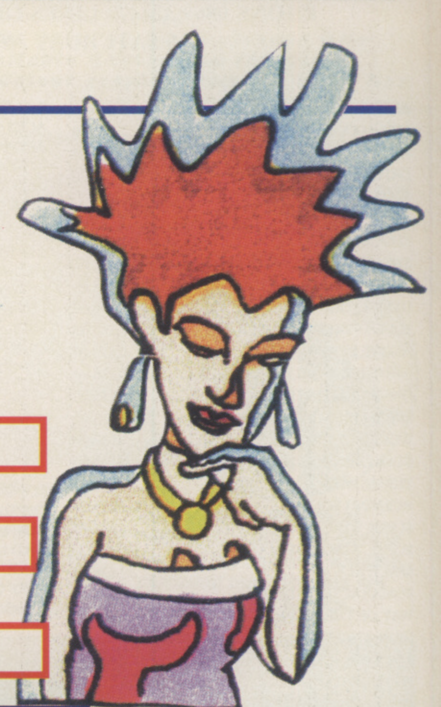


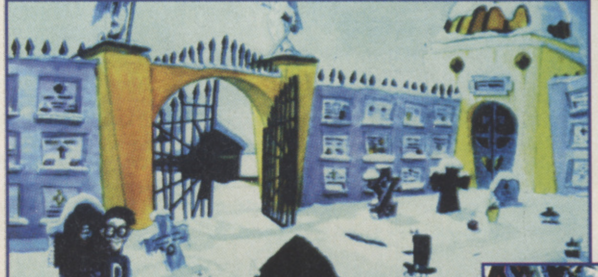


Ooh, I hope they cleared that with McDonald's before hand, as it's awfully heavy-handed about its copyrights, you know, and it doesn't only have Big Macs, it has big lawyers too. ▶

● GAME BY DYNABYTE ● CONTACT CORE DESIGN (01332 297797) FOR INFORMATION

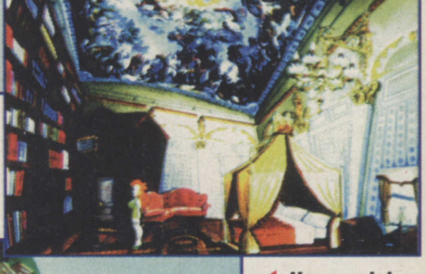
BIG RED VENTURE

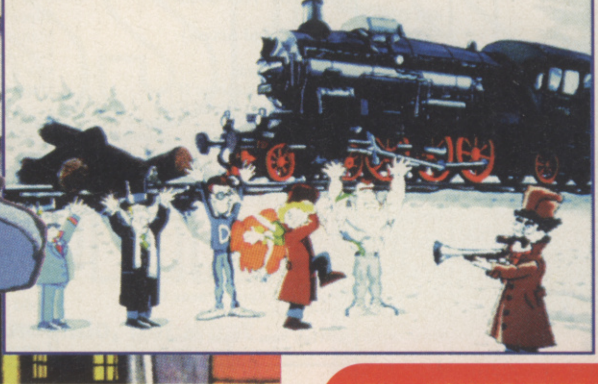




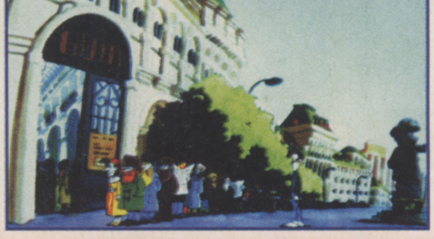
◀ *I wonder what qualifications you need to be an undertaker. It's not the sort of thing you can just pick up. Perhaps you need a degree.*

Interestingly enough, Michaelangelo didn't paint the Sistene Chapel ceiling lying on his back.▼

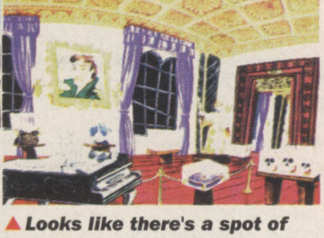




◀ *Hey, it's that bit from out of Doctor Zhivago!*



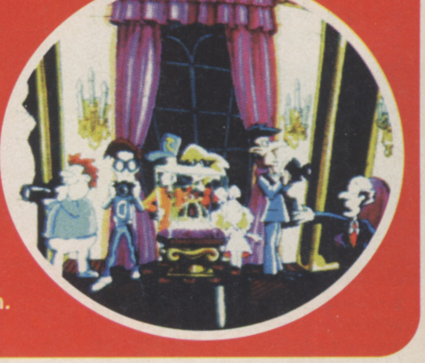
◀ *Hey, social commentary fans – a queue in Russia! Little bit of politics, little bit of politics, my name's CVG, goodnight.*



▲*Looks like there's a spot of bother going on in that top picture, but never mind, because this is a caption for the more sedate shot below it. What a nice room.*

HEY – YOU'RE THAT BLOKE, AREN'T YOU?

If you're an eagle-eyed games enthusiast you may have seen the main characters of this title once before, in Dynabyte's Nippon Safes Inc. Each of them has their own unique skills and abilites (surprise, surprise) which are put to good use in each level. The triumvirate of this title start the game in separate locations, and it's up to the player to unite them on the Orient Express by solving the difficulties each of the three face in their initial section.



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WORK IN PROGRESS
■AMIGA/CD32

■£Unconfirmed
■Driving
■Team 17

■Programmed Inhouse ■Initiated March '94 ■95% complete ■No other versions planned ■No other versions available ■Estimated release Jan/Feb '95 ■ 32-Colour graphics running at 50 M

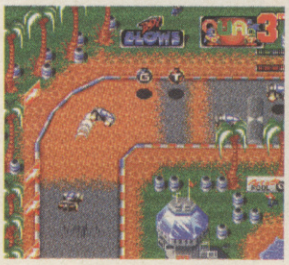
ALL TERRAIN RACING

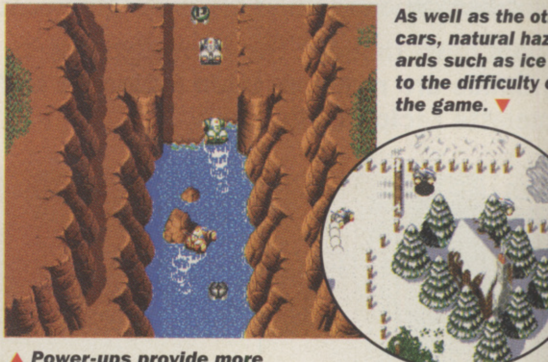
Cheat, drive really fast and wreck your car. It could be Michael Schumacher, or it could be ATR...

While Mega Drive owners bask in the warm glow given off by the fact that they're the only people who can play Micro Machines 2, Amiga owners can take some solace in the fact that Team 17 has an altogether more violent, although still miniature, racer in the offing. Instead of dinky little kids toys, ATR features road-eating pedestrian unfriendly armoured vehicles battling their way through hell and low water for a victory.

As with MM2, it's a multiplayer no-holds-barred battle to the finishing line. It's very hard to go wrong with this format. From the first game like this, a black and white coin-op circa 1980, to whatever ones are destined to go 32-bit, there have been many more good ones than bad. ATR definitely looks like landing on the right side of the fence, although Team 17 will need to make this something a bit out of the ordinary if the firm wants it to stand out against the myriad of other games available in this genre.

Providing ATR's programmers have sat down with a copy of Micro Machines 2, they should have a good idea of what they need to put into a game like this to make it playable. ▼

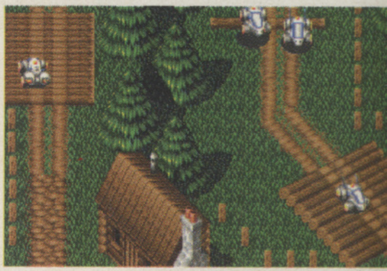




▲ Power-ups provide more nitros and reduce the amount of damage your car's taken.

As well as the ot cars, natural haz ards such as ice to the difficulty the game. ▼

In ATR, more than most games like this, the onus on playing unfairly. Barg ramming and blocking ar all acceptable tactics. ▼



● GAME BY TEAM 17 ● CONTACT TEAM 17 (01924 385903) FOR INFORMATION

WORK IN PROGRESS
■AMIGA/CD32

■£24.99
■Platform puzzler
■Team 17

■Programmed by Amber Developments ■Initiat March '94 ■70% complete ■No other versions planned ■No other versions available ■Estimated release March '95

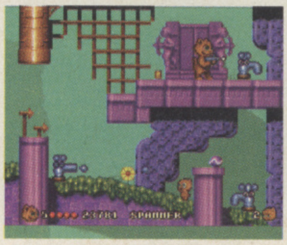
PUSSIES GALORE

We'll spare you the innuendo, but what we will say is that we hope this game turns out to be funnier than its title...

It won't surprise you that a) this is a game about cats, and b) programmers Mat Bell and Andy Coates have taken a vague stab at humour when producing the game design. Whether or not it actually turns out to have any comedic value remains to be seen. It isn't, however, going to be just another platform game, allegedly...

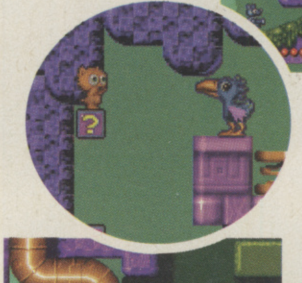
All right. It's got platforms. It's also got cats and overtones of Lemmings. The two protagonists are Evil Eric, who's basically like your average stray cat who wakes everyone up at night, tears whacking great holes in bin bags, then there's you, Boris, the Arthur of the cat world, out to save feline-kind from Eric's clutches before popping back home for a bowl of milk and a dump behind the sofa.

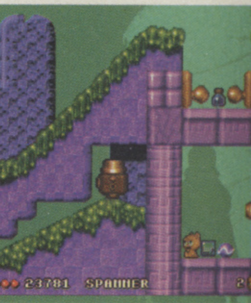
The cats Boris rescues can be sent off on little missions which make use of their particular talents, hopefully rescuing other little kittens in the process. And you can find out if they succeed, and if the game actually turns out to be funny this coming Easter.



▲ The graphics, we're informed, use 64 colours – complete with masking.

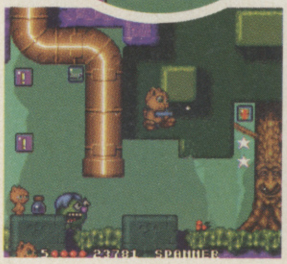
Typical cat, get's itself stuck so you have to try and rescue it, then the flippin' thing scratches the hell out of you for your trouble. ▼

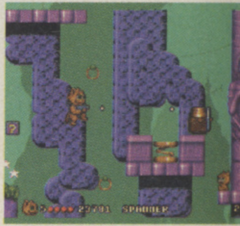




▲ Although the backdrops resemble many console titles, the sprites actuall look a bit King Rolo-ish.

The game is set across four massive worlds punc ated by bonus screens an ◀ various puzzles.





▲ OK, Team 17, how can a cat hold and fire a shotgu when it hasn't got fingers

● GAME BY AMBER DEVELOPMENTS ● CONTACT TEAM 17 (01924 385903) FOR INFORMATION

WORK IN PROGRESS

■ MEGA DRIVE/SNES/GAME GEAR/GAME BOY

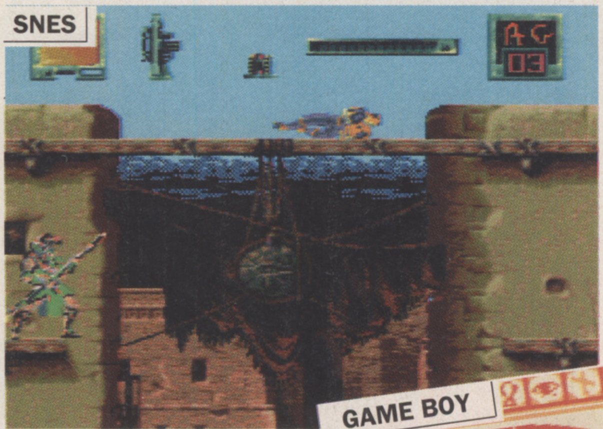
■ £Unconfirmed
■ Shoot-'em-up
■ Acclaim

■ Programmed by Probe ■ Initiated July 1994 ■ 75% complete ■ No other versions planned ■ N other versions available ■ Estimated release date Spring 1995

stargate

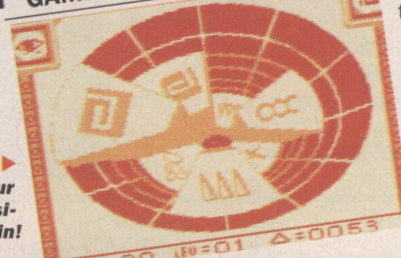
Who'd have thought the hieroglyphics on the ancient Egyptian pyramids are really an alien language eh? Apparently they're all omelette recipes, you know...

SNES



▲ *I'm feeling a bit off-colour. Must be time to climb the apples and pears, slip on my jim-jams and head for bed.*

GAME BOY



And this exquisite Egyptian bowl will only set you back your soul, your body and quite possibly your life — bargain! ▶

Always one to pounce on a hot new film licence, Acclaim has done it again with this potential blockbuster starring Hollywood action man Kurt Russell and the rather kooky James Spader.

The story begins in the 1920s when two curious rings — one stone, one metal and both covered with baffling hieroglyphics — are unearthed close to the Great Pyramid of Giza in Egypt.

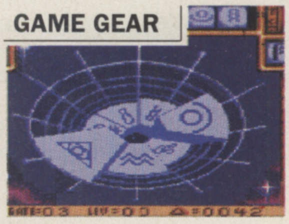
Fast forward to present day when archaeologist Daniel Jackson and his team decipher the code and open up a portal to another world. Immediately strange beings begin to emerge and start picking off the dirt diggers. Enter Kurt Russell as rock 'ard marine Jack O'Neil who has been driven half mad with grief since his son blew his brains out with a gun that dear ol' papa carelessly left lying around the house.

He is sent to unravel the mystery and being a jolly brave type of chap, O'Neil leaps through into this we world where Ra, the evil S God reigns supreme. The O'Neil finds a world heav based on Egyptianytholo where humans and alie coexist. The tough g uncovers an alien plot destroy the Earth and ensues a desperate strug

THE 8-BIT VERSIONS

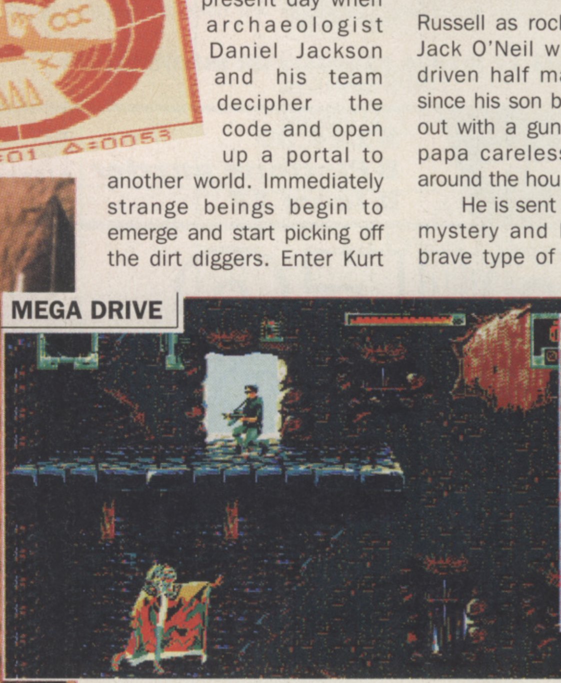
The Game Gear and Game Boy versions of the Stargate are completely different from their 16-bit sisters. For the small screens, Acclaim has instead opted for a rather tasty Columns-style puzzle game. You're faced with a circular basin-type thing in to which pieces of pie inscribed with different symbols fall. Place three similar symbols on top of each other to make them disappear. In Skill Mode, the pieces fal progressively faster and the game only ends when the basin overflows with pieces. In Battle Mode the aim is to take as many Stargates as possible from Ra who makes things difficult by piling on extra pieces of pie.

GAME GEAR



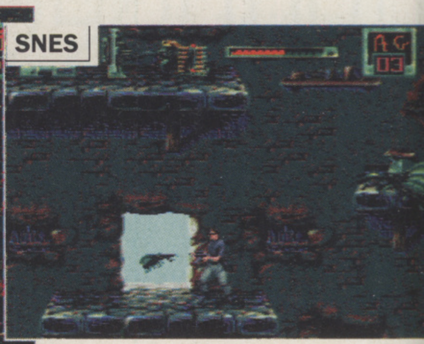
◀ *Place the eye on any symbol and it and any othe pieces of with the same symbol on it disappear. However sometimes it just builds your piles up higher*

MEGA DRIVE

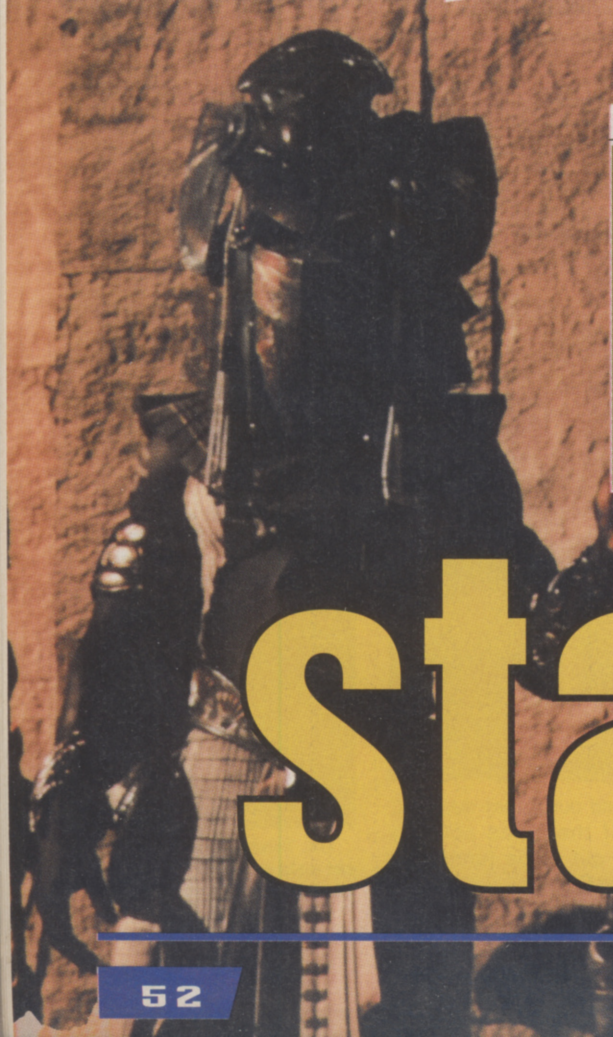


▲ *Dancing Queen, feel the beat of the tambourine... This crossed dressed specimen vanishes then reappears at various points in the room.*

SNES

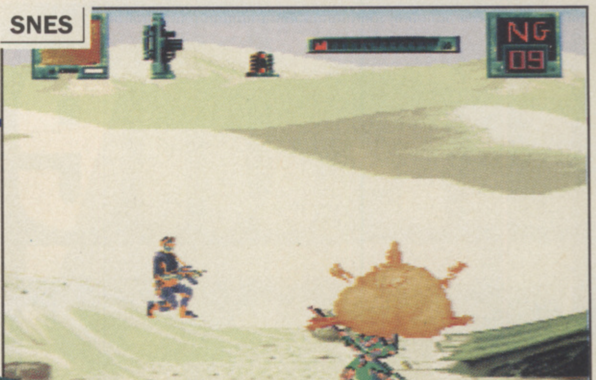


▲ *Get yer bonuses 'ere they're luverle Get 'em while they're 'ot. Don't let the flying baskets get you down.*

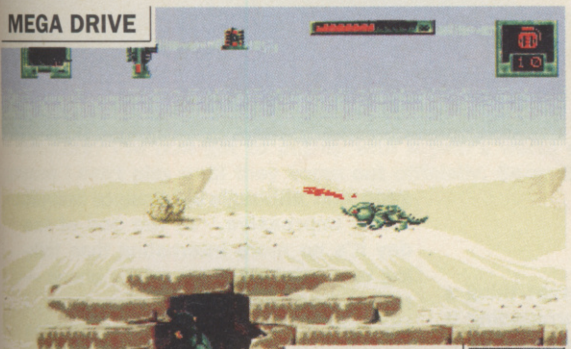


● GAME BY PROBE ● CONTACT ACCLAIM (0171 344 5000) FOR INFORMAT

SNES

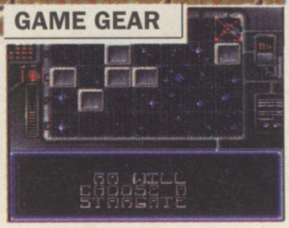


MEGA DRIVE



▲ *These reptilian beings are obviously in the advanced stages of lung cancer because if you get too close to them, they spew blood at them which has a highly unhealthy effect on you.*

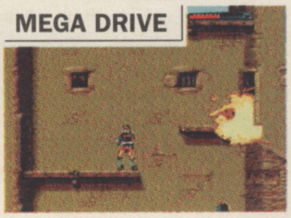
GAME GEAR



RA WILL CHOOSE A STARGATE

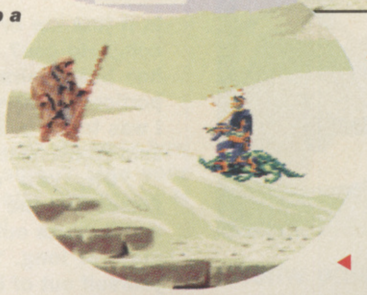
▲ *Ra chooses his gate by moving the red cursor.*

MEGA DRIVE



▲ *locked doors? No prob, mate. Lob a grenade and blow the muthas away.*

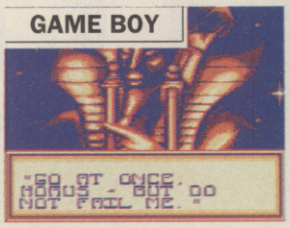
SNES



▲ *Walk like an Egyptian – with a cow's udder on his blinkin' head.*

◀ *O'Neil's weird and wonderful crocodile riding habit .*

GAME BOY



"GO AT ONCE, HORUS - BUT DO NOT FAIL ME."

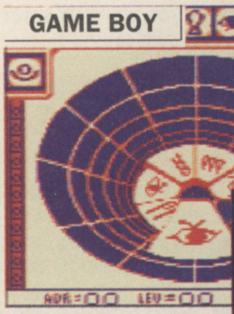
▲ *'I won't let the Sun go down on me...' Nor a flamin' Sun God for that matter.*

to overthrow the alien regime and save the day.

The Mega Drive and SNES game begins with you as O'Neil waking up on this alien planet and from here it's a fast paced shoot-'em-up across the eight-way scrolling landscapes — similar in style to Alien 3.

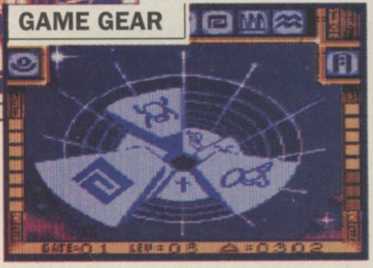
Beginning in the desert, O'Neil is given a series of mission objectives as he runs, jumps and climbs around the six levels, wasting aliens and hostile Egyptian types, exploring underground caves and collecting pick-ups before the final confrontation with old sunshine himself.

GAME BOY

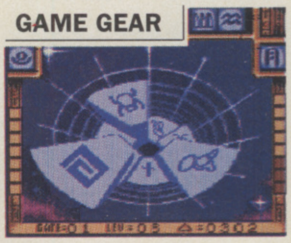


▲ *The 'eyes' have it — the motion is carried and you're dead.*

GAME GEAR

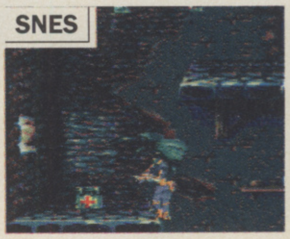


GAME GEAR



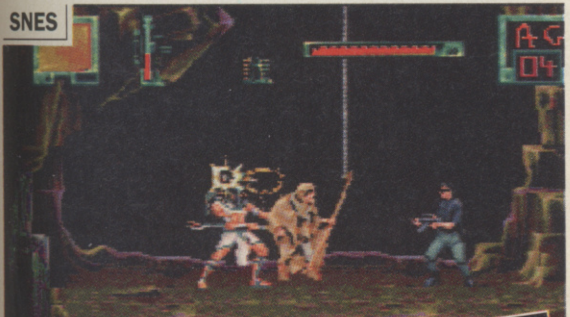
▲ *Start praying foolish humanoid, your time is up!*

SNES



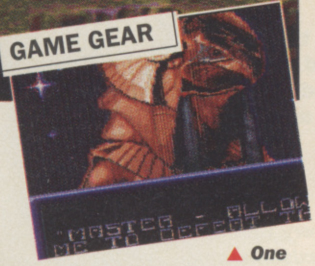
▲ *Let go of me you mad bitch. Honestly, birds, you can't take 'em anywhere.*

SNES



▲ *There are pick-ups aplenty in the caverns. The bad news is, you might get wasted finding them.*

GAME GEAR



"MASTER - ALLOW ME TO DEFEAT TH

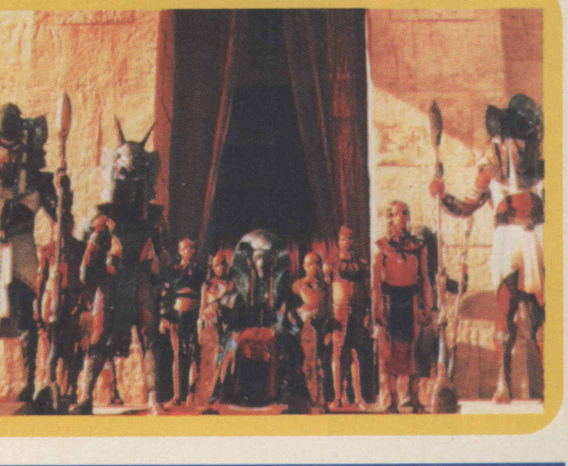
▲ *One of the alien foes. One of the early ones, he's a bit of a thicko and a doddle to beat.*

MEGA DRIVE

◀ *O'Neil relieves the boredom with a good roasting session of alien flesh.*

IT'S A FILM, IT'S A BOOK, NO IT'S A VIDEOGAME

We're very privileged here at CVG as we get to see all the top film releases long before Joe Public and the rest of the hoi polloi gets a butchers at them. And one such film we rather enjoyed at our special Planet Hollywood screening was Stargate, which stars one Kurt Russel, James Spader and Jaye Davidson (that bloke who looks good in a dress). The film has a Star Wars-esque feel to it, only with a bit less shooting in it. The Stargate of the title is an ancient Egyptian artefact which actually turns out to have been built by a tyrannical alien (Davidson), and when the Yanks (Russel and Spader) work out the gate's combination and teleport themselves to another planet in another galaxy, it just means one thing... trouble.



in the bag

Hey kids, why just read a magazine when you can help write one? Welcome to our incredible interactive section where we give you, like, personal space and freedom, man, to write what you want in the pages of CVG. If you'd like to take advantage of this once-in-a-monthtime opportunity send your postal missive to us at the LETTERS PAGE.

LETTER OF THE MONTH
£20 PRIZE WINNER

EMPEROR'S NEW CLOTHES

Is it just me or is this internet thing a complete con? The hype surrounding it has been spiralling to hysterical proportions for some time now, and sadly, I was taken in and splashed out for my link. Worra mistake!

OK, you can play networked games, but the majority are pretty crap and it works out really expensive if you play for long. You also have to drag yourself out of bed in the middle of the night if you want to enter a decent dungeon and although Cyberspace sounds really impressive, at the end of the day it's no more interesting than talking to a total stranger on the phone — rather like those 0898 party lines. I thought that only complete saddos engaged it those sort of things and now I seem to have become one of them — oh no!

Tom Butler, Cardiff.

I think that you've hit the nail right on the head there, Tom – you sad man. Any other possible subscribers to alt.flame.internet?

WRITE TO: IN THE BAG, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU OR E-MAIL CVG@emapimag,demon.co.uk...

DONKEY KONG LET DOWN

Donkey Kong Country has been hyped so much and by so many people — yourselves included — that I rushed out and bought it as soon as it was released — what a let down! Yeah, the graphics are fab but the actual gameplay is just a general mish-mash of thousands of other platform games — there's nothing new or exciting in it at all. Also, I thought it was too easy.

Paul Burrows, Portsmouth

Well if you'd read the review properly in issue 157 you might have seen the bit where we bemoaned the lack of originality. Always remember to look at the text as well as the numbers.

WHY NO CD32 GAMES?

Could you tell me why it is that despite the fact there have been more CD32s sold in this country that more Mega-CD games get released and developed than CD32 ones, as most CD32 games are just straight Amiga port overs.

Jonnie Simpson, Reading

Whilst the Amiga has done very well over here, it's overseas sales are almost non-existent which doesn't make it as viable a financial proposition as the Mega-CD .

EMPEROR'S NEW BRAIN

Spam babies! Spam babies eating my ceiling! Crawling on my fishtank! I think they need a spank! Vreet tootoot!

Cake Fork, Cake Fork Ohio.

SCMEXT SCHMENERATION

Next generation – schmext schmeneration more like! It's all very well going on about all these new machines being launched over in Japan and all the great games you can get for them, but this is no use to us poor punters over here in England who are stuck with Mega Drives which we're now being told are out-of-date and useless. None of these new wonder machines are going to get an official release for another year yet, and the only alternative is to buy them on import – and I've already lost money doing that when I got my Mega Drive. Why can't Sega and Sony and all them others just launch their machines at the same time worldwide and save a lot of trouble for their customers? I've now got to put up with a year's worth of pictures of brilliant-looking games I can't play until they come out officially. Sorry this letter's such a moan but I really had to get it off my chest.

Paul Rosenthal, Bolton

SONY
PlayStation
SONY

HE'S GOT A PC

I've got a PC. All my friends have got Mega Drives. They call me names because I've got a PC. I think its adaptability is an excellent quality and applaud its ability to work with programs, especially financial packages. They all play Sonic and laugh. Why?

Graham Young, Aberdeen

PS I am 28 years old.

Well, you know what they say – all work and no play makes a man healthy, wealthy and wise.

STOP WRITING TO YOB

Dear YOB,
My dog's got no nose how does it smell? Like your bum smells. Insult me if you dare!

Assam Sarwar, Manchester

We don't do Yob any more.

EVILS OF VIDEO GAMES

I would be interested to hear how on earth you can justify the way you and your magazine ram video games down the throats of innocent children when they involve essentially, the glorification of violence and pornography and present a potentially serious health hazard.

I caught my son reading your magazine and having skimmed through its contents felt I had no choice but to confiscate it — I want my son to grow up to be a normal, healthy person and from what I've seen and heard, playing video games can only be detrimental to that aim.

FACT: Video games glorify violence, and that Doom game is far worse than any 18-rated video.

FACT: Video games demean women and are in some cases pornographic — are you trying to breed a nation of sexists who have no respect for women?

FACT:Video games have been linked with causing epileptic fits.

FACT:Excessive playing of video games lowers the average intelligence.

FACT: Lone playing of video games can lead to a child becoming a social inadequate.

FACT: Video games have been linked with repetitive strain injury.

I accept that not all the above allegations have been proved beyond all doubt, but these links have been made and even if they are just possibilities I really cannot see how any responsible adult can take a chance with a child's life by allowing them to continue playing these so-called games. You and your staff are even worse since you positively encourage the phenomena. You should be ashamed of yourselves.

Yours

J. Morris (Mrs), Hertford.

Yeah, well you can get stuffed you old bat, before we come round to your house and stick a thermo plasma gun up your jacksie.

EMPEROR'S NEW PANTS

Congrats on producing a really great mag, but praise aside I've actually got a complaint. It's not about your fine organ (ooer) but about the Mega Drive 32X. Sega has obviously spent loads of cash advertising this thing, and they've secured plenty of coverage in your mag and others for this new product. My complaint is that once everyone's bought a 32X the Saturn is going to come out and we're all going to have to upgrade again. The games on the 32X are good, yes, but they could easily have been done with a £30 SVP chip plug-thru cartridge and not the expensive wad of plastic they've put out instead. I don't see why Sega had to do it, why didn't it just launch the Saturn earlier? Why Sega, why did you have to do it?

John Smithfield, Darlington

Well look at it this way, the Saturn will probably be about twice as expensive as the 32X when it comes out, so if you don't reckon you've got the dough to handle a full upgrade you can update your old machine adequately. If you're planning on buying a Saturn, however, you might not want to fork out for a 32X now.

MEGA DRIVE
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TETRIS 110
SHINOBI 40
PRISONER OF WAR 40

STREETFIGHTER II 50
STREET FIGHTER L.E. 75
STREET FIGHTER TURBO 95
TURBO FORCE 90
D.D. CREW 50
R-TYPE LEO 175

GOLFING GREATS 17
MAJOR TITLE 195
ARIBIAN MAGIC 95
FIGHTERS HISTORY
GOLDEN AXE 40
SQUASH 90

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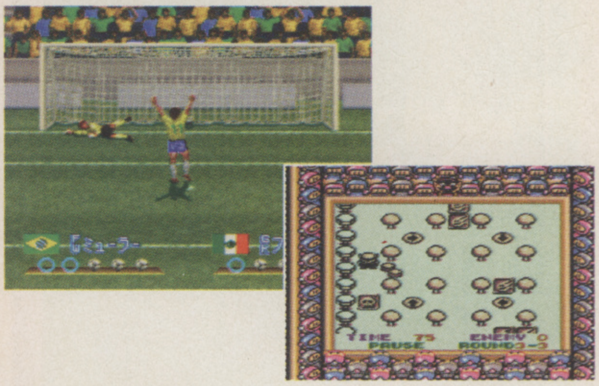
reviewed this month...

Here at Computer and Video Games it's a pretty unanimous verdict: Ridge Racer, the first game for the PlayStation, is one of the best things to happen in a long, long while.

But while the Saturn in the form of Virtua Fighter and the PlayStation in Ridge Racer have both got off to a promising start, there's still 16-bit goodies to keep things going. Wing Commander 3 is excellent, as is Sensible World of Soccer. In the battle of the footy giants, however, International Superstar Soccer just about beats Sensi. It's amazing! Hope you enjoy the ish.

Steve James, Managing Editor



What we're playing this month

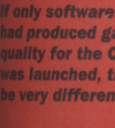
STEVE

■ ***Ridge Racer/PSX.*** *One of the best racers seen, and in the year that brought us Virtua Racing on cart and Daytona USA.*

■ ***Ristar/MD***
Not too original, but great fun nonetheless. Apart from the horrible music.

■ ***Super Stardust/CD32***
If only software companies had produced games of this quality for the CD32 when it was launched, things might be very different now.

GARY



■ ***Wing Commander 3/PC CD***
Good to see Marky Mark Hamill going down in the world, and a top flight game to boot. One of the best PC games of '94.

■ ***Wario Blast/GB***
A highly entertaining piece of software, epecially in Nintendo colour-o-vision. All the thrills of Bomberman plus the anti-Mario to boot.

■ ***Ridge Racer/PSX***
It's pretty not at all bad, guv'nor, as sure as I'm standing here in front of this camera against a blue sheet.

Sensi Soccer p.80

Ridge Racer p.16

Super Stardust p.68

Ristar p.67

RADINGTON

■ ***Ridge Racer/PSX***
I didn't like the coin-op all that much but the home version is loads more fun. Up there with the likes of Virtua Fighter and no mistake.

■ ***Libble Rabble/SNES***
It's a bit weird, it's a bit very crap looking, but it's extremely playable in the same way as games like Hebereke's Popoon.

■ ***Superstar Soccer/SNES***
Even though everyone else has had loads more practice than me and I consequently lose very often, it's still aceness personified.

MARK

■ ***Ridge Racer/PSX***
You know, I might even buy a PlayStation now.

■ ***Wing Commander 3/PC CD***
The only game capable of rivalling Magic Carpet as PC game of the year.

■ ***Superstar Soccer/SNES***
The only thing I can beat Rad at in the whole wide world. Except for everything in the whole wide world of course. Including having a life.

This month's hot-hits

Here at CVG we don't give high scores away lightly. A game has to be rather special before it scores over 90% and a CVG Hit. Even rarer though is a CVG Gold (awarded to games that have pushed back the boundaries of gaming) but don't expect to see more than a few of these a year as it takes a score of 96% or over to earn one. Anyway, here are the top games this month...

16 Ridge Racer/PlayStation
58 Wing Commander 3/PC CD
62 International Superstar Soccer/SNES
80 Sensible World of Soccer/A1200
83 Wario Blast/GB

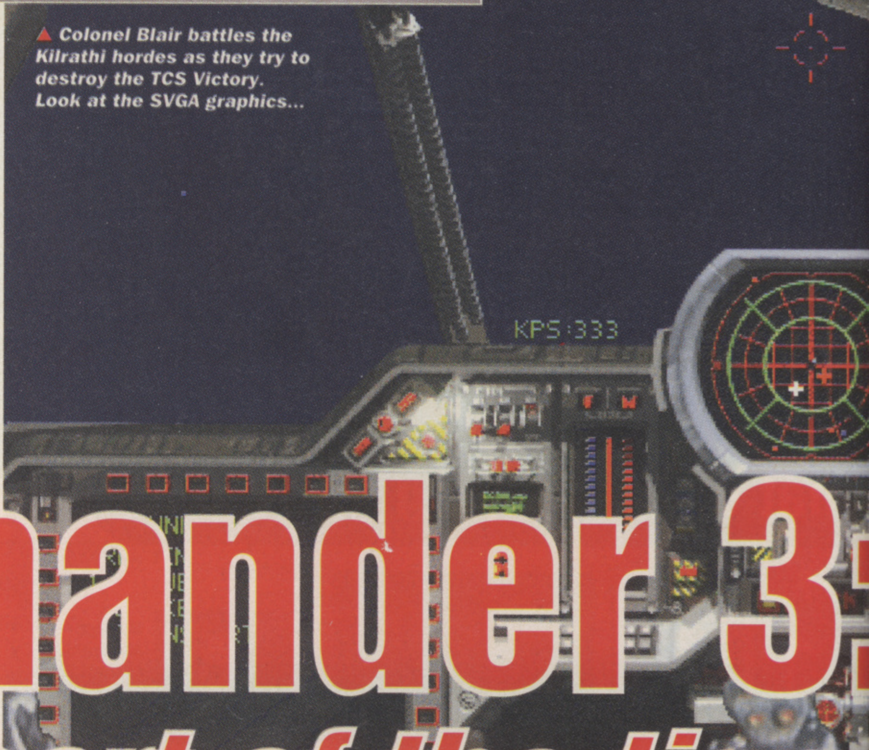
The big picture

If any other version of a game is available, then we'll tell you via our Alternatives and Other Versions boxes. We'll even tell you it's destined for any other formats. For consistency's sake, games retain the original scores in alternative boxes.

■ PC CD-ROM

■ Space Combat ■ Electronic Arts
■ £54.99 ■ Out Now
■ No other versions available
■ 3DO version planned

Is Origin's long-awaited space opera a triumph or just the old game with a few FMV bits and SVGA graphics? And have you got a PC that can run it...?



▲ Colonel Blair battles the Kilrathi hordes as they try to destroy the TCS Victory. Look at the SVGA graphics...

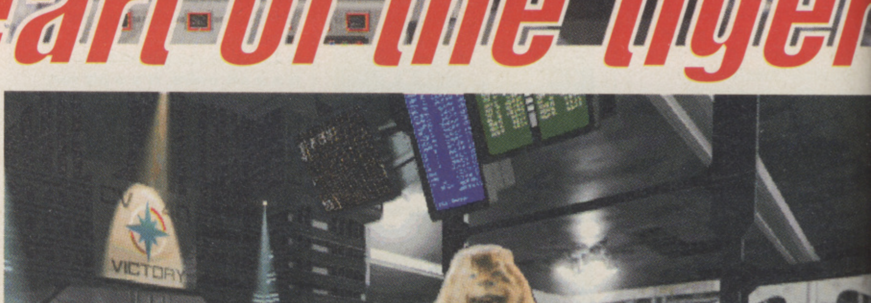
wing commander 3:

heart of the tiger

With a script penned by veteran screenwriters Frank De Palma and Terry Borst, film stars like Mark Hamill and John Rhys Davis, Super VGA flight sequences, Silicon Graphics-rendered backdrops, an orchestrated stereo soundtrack and production costs that rival a small movie, Origin's superb Wing Commander 3: Heart of the Tiger is probably the best, most engaging and most exciting game I've played in the last 12 months.

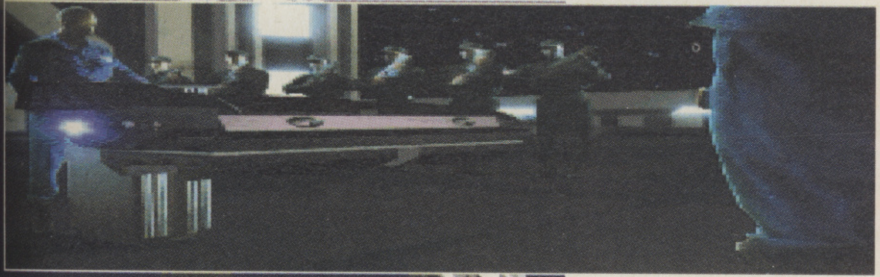
I can't say too much about the plot, because, like a movie, most of the tension and atmosphere is driven along by the brilliantly scripted narrative. Suffice it to say, Wing 3 is about the Terran/Kilrathi battle, a huge, planet-busting weapon called the Behemoth, a traitor and lots of frighteningly difficult SVGA flight sequences.

If you're a Wing veteran then you'll find it all very familiar because, structurally, there isn't a lot of difference between Wing 3 and the first two games — ie you walk around the Victory, chatting to the various characters before hopping into your futuristic starfighter for the 3D space battles. In fact, you could just say that Wing 3 is the old Wing Commander game, but with Full Motion Video and high-res visuals, and with texture-mapped, Gouraud-Shaded SVGA graphics, stereo sound and real movie 'stars';in fact Wing 3 is the closest you're going to get to taking part in a space opera. Forget Battlestar Galactica and Star Wars, Wing 3 is a truly interactive movie. It's pricey, but if you've 8mb and some cheetah-speed hardware, it will blow your socks off.

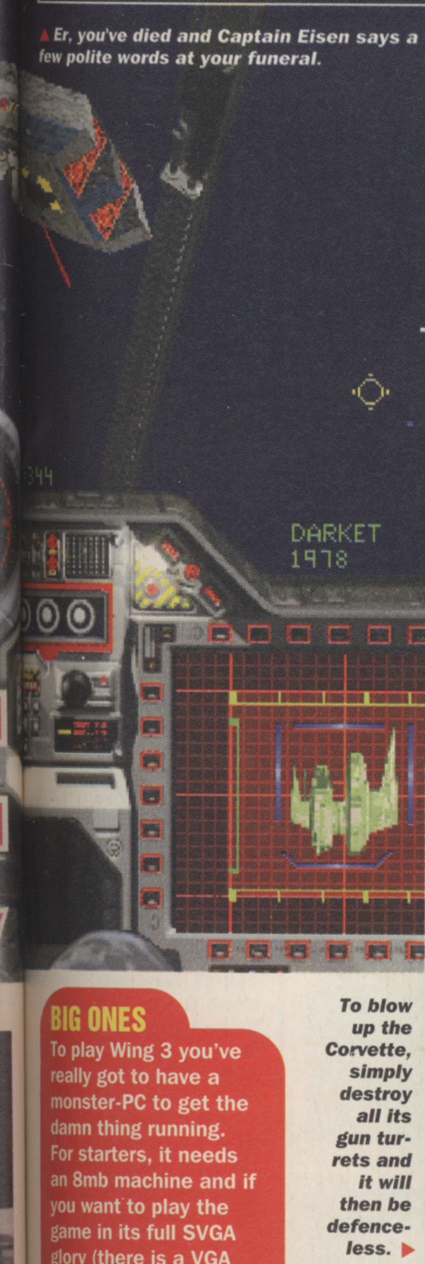


In-between missions you can chat to the crew, like Hobbes, a Kilrathi defector.

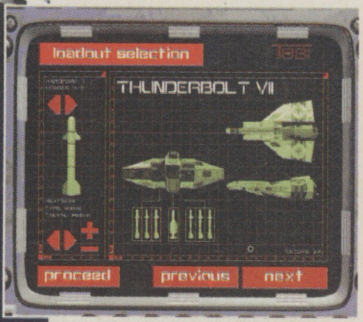
● GAME BY ORIGIN ● CONTACT ELECTRONIC ARTS (01753 549442) FOR INFORMATION

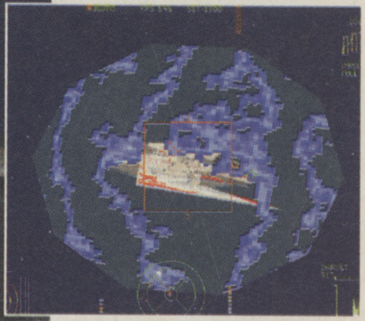


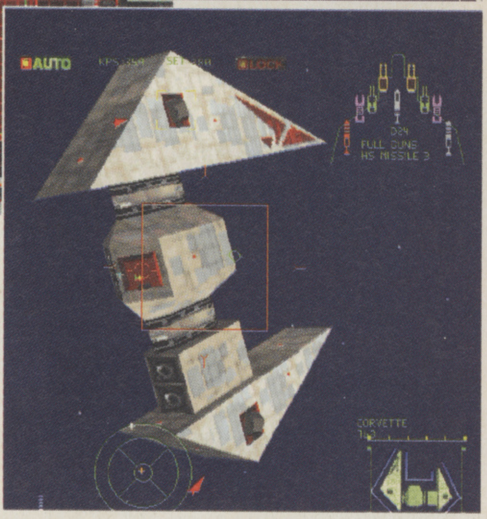
▲ *Er, you've died and Captain Eisen says a few polite words at your funeral.*



In Wing 3 you can choose what ship to fly on a particular mission. The Thunderbolt, here, is a heavy fighter ▼



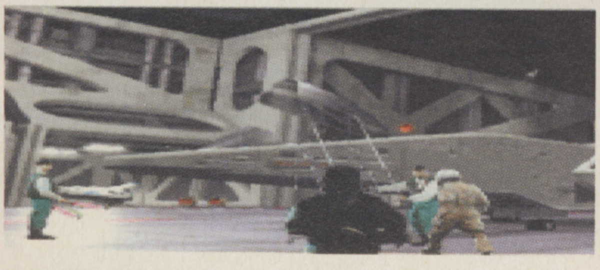




To blow up the Corvette, simply destroy all its gun turrets and it will then be defenceless. ▶

BIG ONES

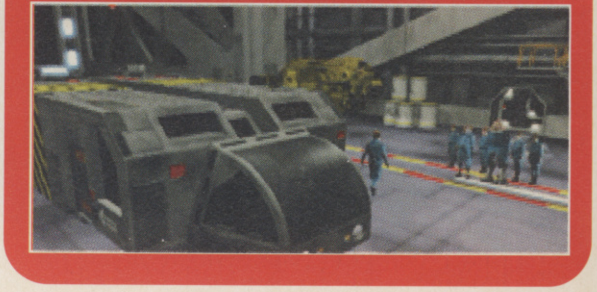
To play Wing 3 you've really got to have a monster-PC to get the damn thing running. For starters, it needs an 8mb machine and if you want to play the game in its full SVGA glory (there is a VGA option for all us lowly 486 owners), we'd recommend at least a DX2 or a 60MHz Pentium. Yes, a Pentium. Unless you want to spend more time waiting for the game to load than actually playing it, you're going to need the fastest machine you can lay your hands on.



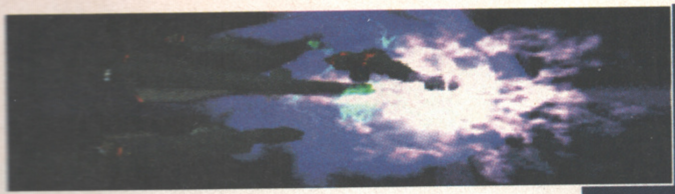
▲ ***Mark Hamill scrambles to intercept a Kilrathi strike force. The FMV bits are, without a doubt, the best I've seen on PC.***

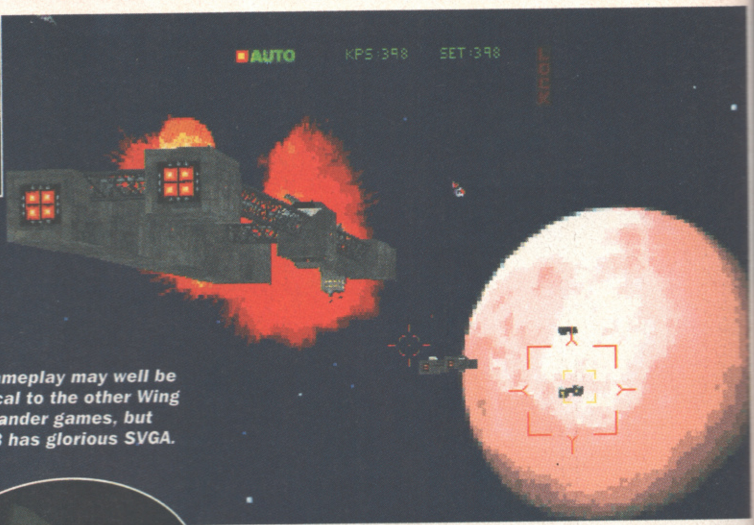
THE STORY SO FAR...

Even before the game starts, sit back and watch the superbly atmospheric intro FMV sequence, which shows you just how Blair fits in to the ongoing Wing Commander storyline, and introduces the main characters in the continuing saga.



● **USELESS INFORMATION NO. 3,456: WING 3 USES OVER THREE HOURS OF LIVE ACTION VIDEO FOOTAGE, SILICON GRAPHIC-GENERATED BACKDROPS AND IT COST OVER $4 MILLION TO MAKE.**





The gameplay may well be identical to the other Wing Commander games, but Wing 3 has glorious SVGA.

MY GOD! IT'S FULL OF STARS...

The most impressive thing about Wing Commander 3 is the fact that the game 'stars' some major Hollywood talent. Come on, this is a truly interactive movie after all.

Mark Hamill plays Colonel Christopher Blair. Hey, isn't he the guy from Star Wars?

John Rhys Davis (Sallah in the Indiana Jones movies) puts on a Sean Connery accent to play Paladin.

Macolm MacDowell (A Clockwork Orange, Star Trek: Generations) stars as Admiral Tolwyn.

Rollins is a paranoid communications officer, who suspects that the Confederation is losing the war.

Hobbes, who featured in Wing Commander 2, is a Kilrathi defector who now fights for Confed forces.

Flint, played by Jennifer MacDonald, is just one of the love interests in the game. Yes, you get to snog her...

◄ *There is a wide variety of different ships to fly.*

It's Full Motion Video a-go-go in Wing Commander 3. ▼

SECOND OPINION

You know that Wing 3 is going to be superb even when the intro sequence begins. Everything about the game oozes quality — the FMV footage of actors like Mark Hamill and John Rhys Davis; the high-resolution backdrops, the stunning SVGA 3D graphics... You can see where the $4 million that Origin spent on the game actually went. This is a next generation PC game, and if you haven't got a next generation PC to play it on, then you're going to miss out on something truly spectacular.

GARY LORD

▲ *Blair chats about the war with Vagabond and Maniac.*

▲ *On a Kilrathi starship, Prince Thrakath plans your death...*

▲ *Blair strolls across the flight deck aboard the TCS Victory.*

ALTERNATIVE

CD-I

- **Burn:Cycle**
- **Philips/£44.99**

Without a doubt the best game developed on the CD-i, and it really uses FMV to excellent effect and there's plenty of variety in the gameplay.

- **ISSUE 156: 90%**

VERDICT

PC CD-ROM

To be honest, when I first played Wing Commander 3, my feelings went on a roller-coaster ride. To start with, I was stunned. The quality of the FMV scenes is amazing and the plot is tense, exciting and enthralling. But at the same time, I was disappointed. You see, it clunked along on my 486/33 very badly and in SVGA it was unplayable. God, it took over seven minutes just to load the combat section from the CD. But, when I played it on a 60MHz Pentium... wow. Wing 3 is, without a doubt, the best game I've played in the last 12 months.

DEAN EVANS

GRAPHICS	96
SOUND	97
PLAYABILITY	92
VALUE	90

OVERALL

95

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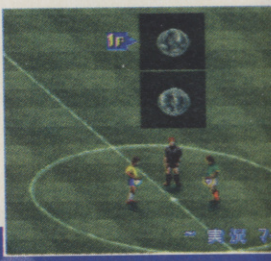
SNES

Football Sim **Konami**
£Unconfirmed **Out February**
No other versions available
Saturn version planned

We said that this was going to be the best football game ever, and by jingo, we think you'll find we were right...



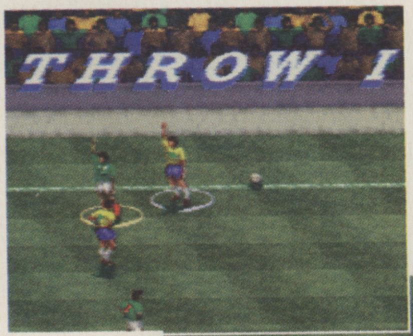
It's a quick toss and then it's kick off, well no actually it's International Superstar Soccer from Konami actually.

international superstar soccer

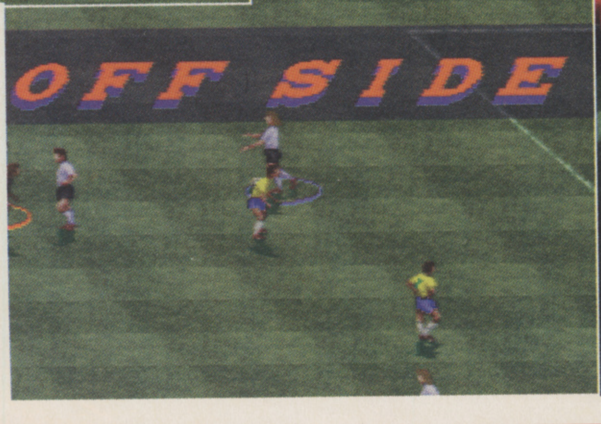
Listen, we're not exaggerating. This game's more realistic than being on the receiving end of a studs-up Paul Ince tackle. From the moment you play you know that the people who programmed it are either total football nuts (unlikely – they're Japanese) or have done their homework very well (v. likely – they're Japanese).

Almost every aspect of football is covered in the game, from offsides and sendings off to time wasting and players putting their hands up to claim marginal decisions. But the attention to detail is completely overshadowed by the realistic gameplay. There's a huge array of moves, some of which are tough to master and are purely the domain of digital George Best's. The way the players work together also stands head-and-shoulders over any other football game. One-twos are possible along with fluid passing play and last-ditch long-ball punts. The result is totally playable, and as if that wasn't enough, the programmers have still found room to incorporate loads of other excellent features.

For instance, apart from the various World Cup-style events, there's also a neat scenario mode. Here you apply your skills to historic encounters, most of which start you off a couple of goals down against a top side with just a couple of minutes remaining. The tough ones start with a sending off as well, which really is unfair.

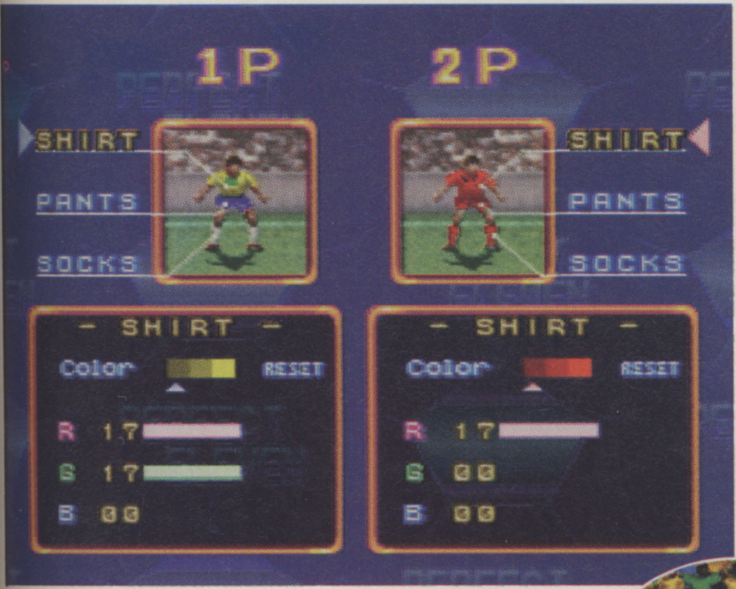


Marginal decisions are claimed by both sides. It doesn't make any difference to the outcome, but at least you feel the lads are getting into the spirit of things.

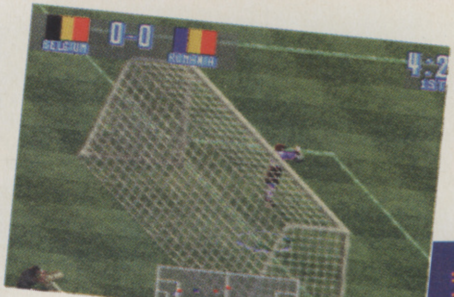


In case you're not a fan of the offside rule, there's an option to switch it off. Still, you can always stitch your mate up by going to the tactics screen and selecting to play the offside trap.

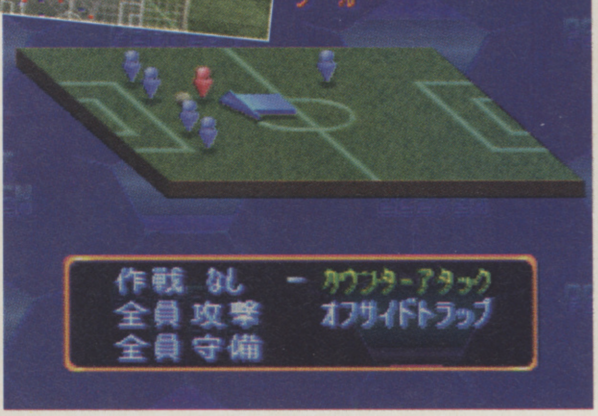
● GAME BY KONAMI ● CONTACT KONAMI (01895 853000) FOR INFORMATION


1P
2P
SHIRT
PANTS
SOCKS
SHIRT
PANTS
SOCKS
- SHIRT -
Color
RESET
R 17
G 17
B 00
- SHIRT -
Color
RESET
R 17
G 00
B 00

▲ Unhappy with bizarre international kits? Well you can nip to this screen and completely redesign.


BELGIUM
0-0
ROMANIA
4:2
1ST

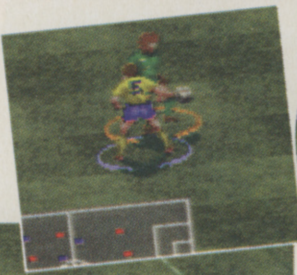
◀ If a 'keeper can't make the save he'll try and tip the ball over the bar or around the post.


作戦 なし － カウンターアタック
全員攻撃 オフサイドトラップ
全員守備

▲ Most common football tactics are here, from all-out attack to off-side traps and counter attacking.

Stopping a penalty in this game is tougher than it is in real life. ▼

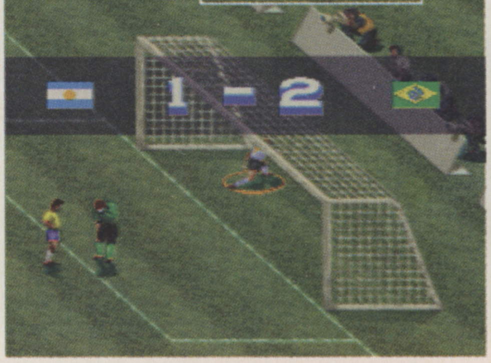
Unleash a hard enough shot and the goalie will only be able to parry it, leaving you to tap in the rebound. ▼



OK, it's 0-0 but not for long... ▶

▲ Send him off, like now.

It's the ▶ amount of detail that makes this game so good. Here your team are behind when you score a late goal, so one of your players retrieves the ball from the net.



▲ Don't like that pale green pitch though.

HAIR TODAY...

From Keegan's perm to Charlie George's sidies, footballers throughout history have never been the kind to follow folicular fashion. And, faithful to this unfortunate trend, some of the more notable hair disasters of recent times have been included in Superstar Soccer.

U.S.A
0-0
COLOMBIA
4:2
1ST

Valderrama
Noted for his Superfly 'fro and consistent ability to front a team who everyone tips for success then falls flat on its face.

0-0
CAMEROON
4:2

Baggio
On top it's a sensible Italian 'lads' hair-gelled crop, but behind that lurks possibly the worst pony tail ever, complete with dainty little plaits and glass beads.

NIGERIA
1-0
BULGARIA
3:1

Letchkov
The excellent Bulgarian winger sports a fine head of skin, with wispy Jean-Luc Picard side trimmings. Still a brilliant footballer, nonetheless

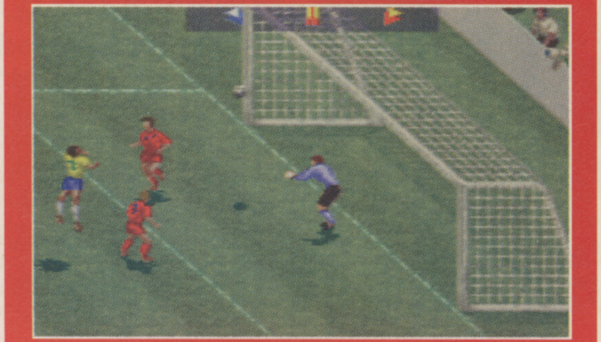
U.S.A
0-0
COLOMBIA
3:1

Lalas
The goateed American central defender who scored against England in 'that match'. Turned down Newcastle to join a second-rate Italian side. Doh!

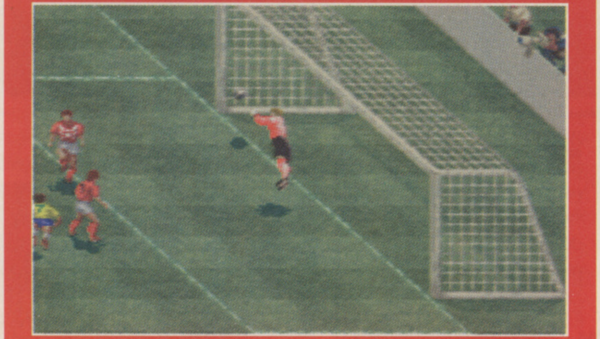
● THE VERSION REVIEWED HERE IS JAPANESE, ALTHOUGH THE PAL VERSION WILL BE ALMOST IDENTICAL.

GOAALLLL!

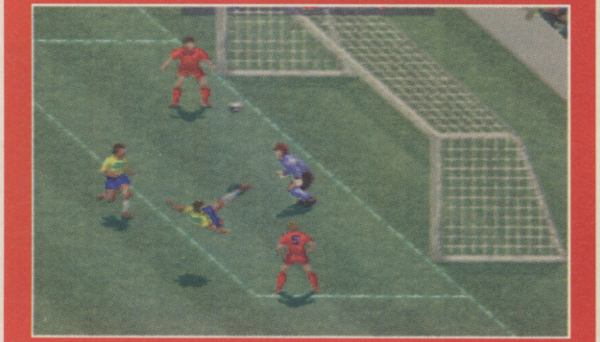
You want goals? You've got them. Headers, volleys, overhead kicks and tap-ins, they're all in ISS as our skillful Brazilian mates will now demonstrate…



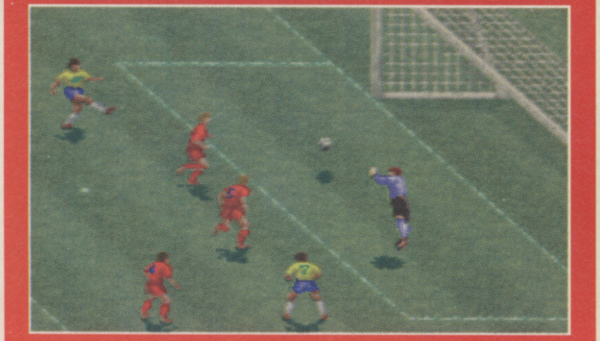
Header
Perfect when you're on the receiving end of a looping cross.



Diving Header
Usually crop up on rebounds.

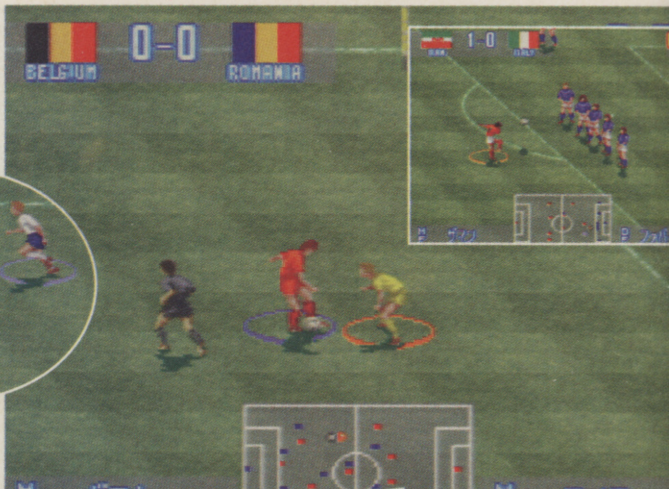


Volley
An almost unstoppable drive. Looks great.

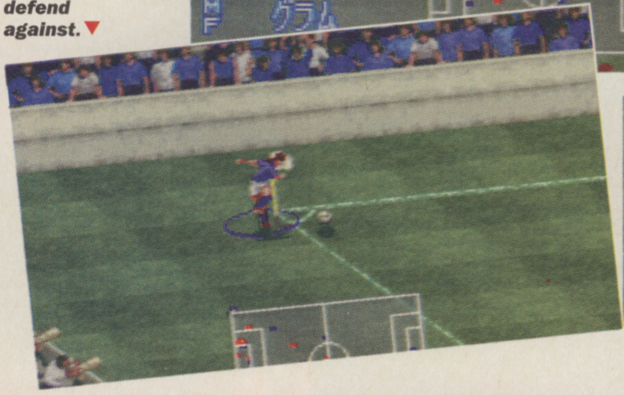


Shot
Punt the ball and add after touch. It's all in the timing.

Try turning your back on a defender to make it harder for them to tackle you. ▶



Curled in-swinging corners are the hardest to defend against. ▼



▲ *As well as booting the ball, your 'keeper can als throw and roll it out.*

SECOND OPINION

Unlike games such as the various versions of FIFA, there isn't anything instantly flash about this to gloss over any gameplay faults. Wait a sec, there aren't any gameplay faults. This is very nearly perfect, all they need is an English league version and I'd be like a pig in muck. Just think, success for Crewe Alex at last, because it's not bloody likely in real life. Football fans will appreciate it more than weirdos who don't like the sport.

RAD AUTOMATIC

▲ *Get in behind the defence for diving headers.*

▲ *Select Randon Refs you won't know how strict the man in black will be.*

▲ *Just like real life the players protect their knackers from getting knackered.*

ALTERNATIVE

3DO
- **FIFA Soccer**
- **EA**

The best looking football game around. It plays well, sounds fantastic and is loaded with features. Not quite as good as ISS, but still one of the best 3DO titles so far and a certain must-buy for that machine.

- **ISSUE 156: 92%**

VERDIC

SNES

For pure playability Int
ational Superstar Soc
is the most signific
step forwards in foot
games since Sens
Soccer hit the Amiga
those years ago. Ad
tedly FIFA on 3DO
have wowed me with
stunning graphics
audio effects, but thi
something else. Put sir
Superstar Soccer is
best football game to
released on any form
It's not just the extrao
nary attention to detai
you've ever pulled a pa
football boots on you
appreciate just how rea
tic this is.

MARK PATTERSON

- GRAPHICS 9
- SOUND 8
- PLAYABILITY 9
- VALUE 9

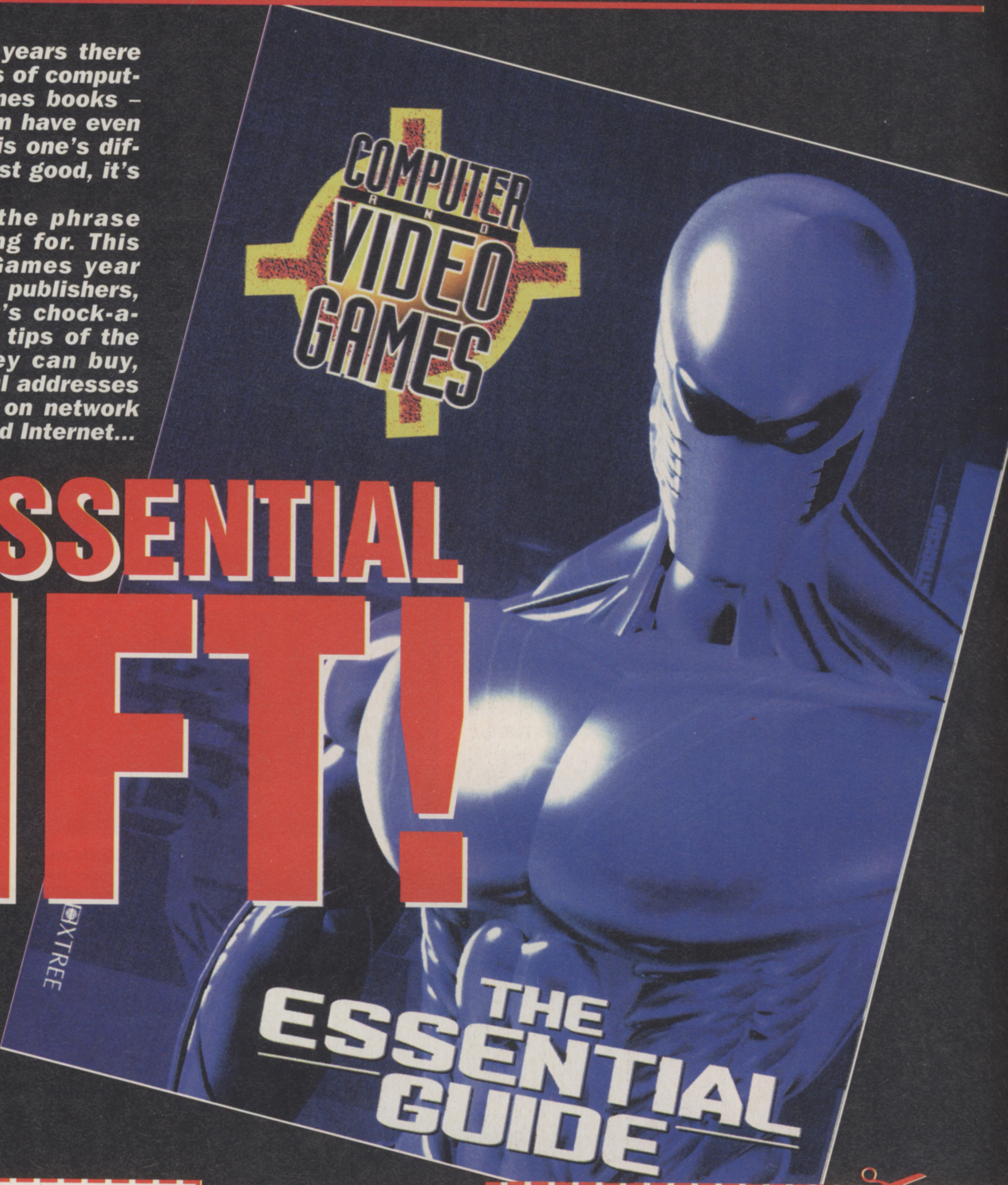
OVERALL

96

Over the last five years there have been dozens of computer and video games books – and some of them have even been quite good. But this one's different. It's more than just good, it's brilliant!

'Essential buy' is the phrase wethinks you're looking for. This Computer and Video Games year book is from top book publishers, Boxtree Limited, and it's chock-a-block with reviews and tips of the best games that money can buy, along with tons of useful addresses and a host of features on network games, virtual reality and Internet...

THE ESSENTIAL GIFT!



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■ MEGA DRIVE

■ **Platform** ■ **Sega**
■ **£44.99** ■ **January Release**
■ Game Gear version also available
■ No other versions planned

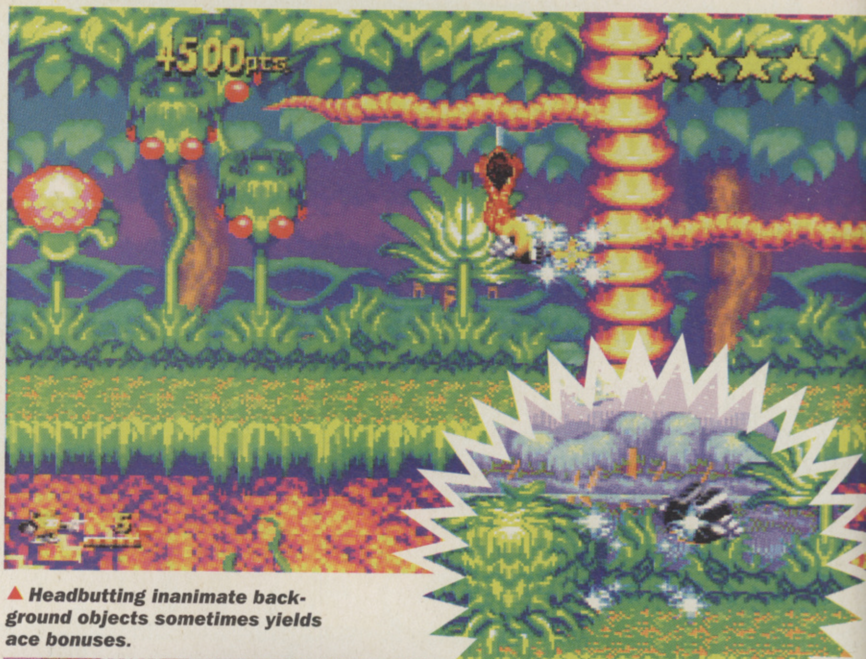
ristar

Oh look everyone – a Mega Drive platform game. There's something you don't see every day.

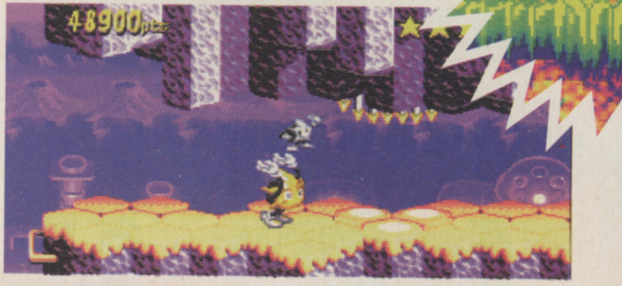
Sta-ar. That's what they call you. Which is quite apt, thinking about it, as this game grants the player control of a star. Not a real star, of course. Balls of flaming gas a million miles wide aren't particularly well known for their platforming abilities. Their incredible mass makes it a bit difficult for them to jump any real height, you see, and their surface temperature has a tendency to evaporate whole levels, which takes a lot of the challenge out of things.

No, you actually have the opportunity to control a little star with arms and a face called Ristar, a star-in-waiting, if you will. Not for him the decorative adornment of thousand-mile high spews of flame they call solar flares, but a little pair of white gloves instead. And as for bringing light and life to planets, you can forget that. Ristar is too busy using his amazing propelling elastic arms to help him reach otherwise impossible-to-get-to areas.

Yes, it's another platform game in the Sonic/Dynamite Headdy mould. It has all the standard features of the genre along with, allegedly, some original twists of its own. Yeah, reck-on – we'll see (as Michael Parkinson would have put it).



▲ *Headbutting inanimate background objects sometimes yields ace bonuses.*



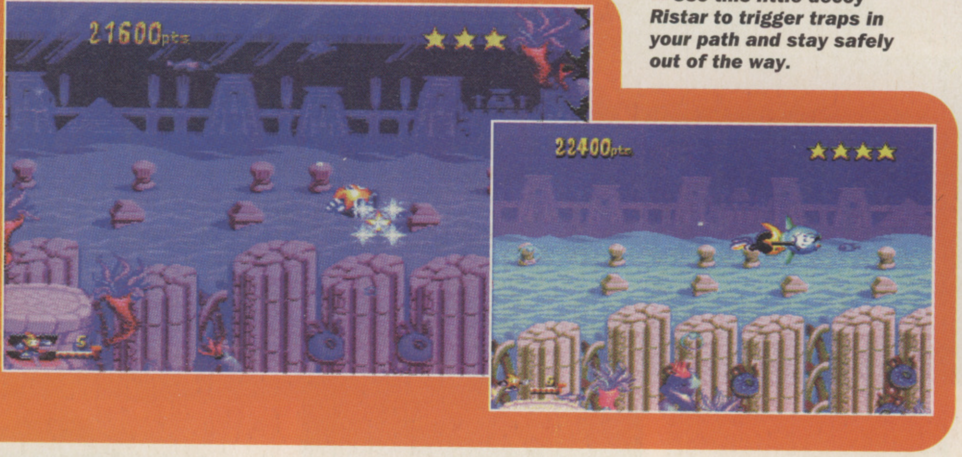
▲ *Use this little decoy Ristar to trigger traps in your path and stay safely out of the way.*

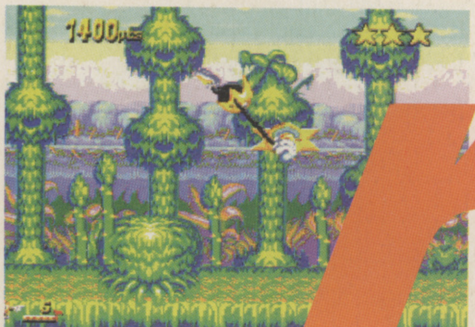
▲ *Stay out of the way of these flames or you're a starburger.*

▲ *Smash these treasure chests for lovely bonuses – although some contain enemies! Aieee!*

SEA MONKEYING ABOUT

Every action has an equal and opposite reaction, that's what Newton said. That was his third law of mechanics in fact, if our rusty educations serve us correctly. Anyway, this all applies in Ristar, which makes the underwater levels dangerous places to attack as the backwards momentum resulting from a collision can easily bump you into more trouble.



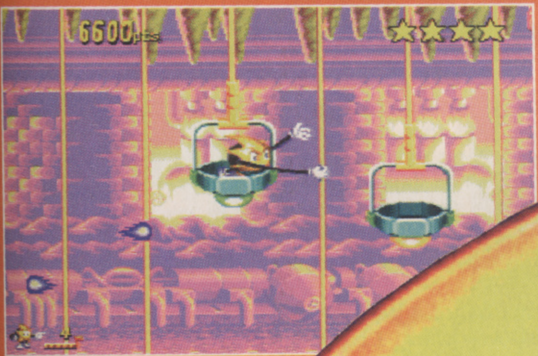


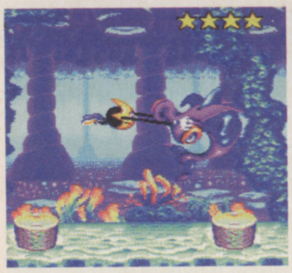
▲ *Spin little Ristar! These poles accelerate Ristar's spin speed and enable him to travel at unprecedented velocities.*

● GAME BY SEGA ● CONTACT SEGA (0171-373 3000) FOR INFORMATION

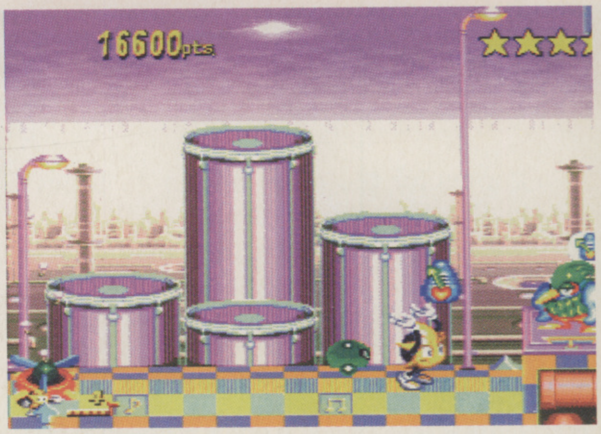
FURIOUS WRIST ACTION (HO HO)

What seperates Ristar from his celestial counterparts is, coincidentally, his wrists. And the rest of his arms. And hands. But anyway, unlike most heavenly bodies Ristar is able to grip things, a bit like Action Man, with his stretchy arms. Let go of the grab button and Ristar yanks his limbs, sending you soaring up to a higher platform or headbutting a trapped and helpless foe. Once you've got the hang of rapid-fire arm usage the game is your oyster.

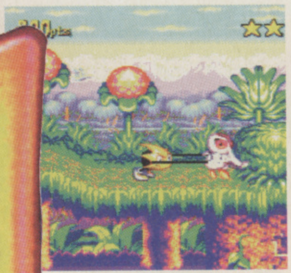




▲ *There's more to beating Ristar bosses than just slamming into them a million times. Each requires a special technique or pattern of attack to finish.*



▲ *These strange metronome things are the only way to clear your path of brooding hens (this is all true, we swear it).*



▲ *Always search bushes before you walk through them as there's often a rabid bunny hiding inside.*

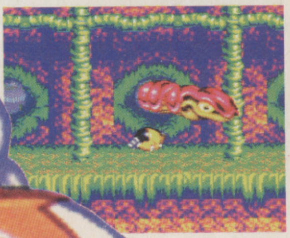
SECOND OPINION

OK, the platform genre is as busy as your local Sainsbury's on Christmas Eve, but if anyone can produce a decent platformer then Sega can, as it has proved this year with the likes of Dynamite Headdy, Sonic 3 and Sonic and Knuckles. Luckily Sega also manages to inject some originality, but it's not quite up there with the aforementioned games. After all's said and done though this is an addictive game that's replete with great graphical and gameplay touches.

GARY LORD

ONE-ARMED POLE

Every platform hero has a gimmicky item: Mario mushrooms, Sonic rings and Ristar has poles. Occasionally a horizontal handle appears inviting Ristar to grab hold and spin around in the required direction before achieving warp speed and being flung, for miles. Sometimes these trapeze-esque objects provide access to secret bonus rooms, or enable Ristar to reach other routes through a level and, when located at the end of a stage, they're simply in the area to dish out bonus points.



▲ *Here the star of the game uses his Sonic-like roll-in-a-ball effect.*

VERDICT

MEGA DRIVE

I didn't hold out much hope for Ristar in today's kill-or-be-killed platform market. At first glance it just doesn't have any original features, which is the real lifeblood of a decent jumpy game like Ristar nowadays. However, despite the absence of any real gaming inspiration so far as the format goes, Ristar is actually a pretty darned playable title. It might not quite be up there with the Earthworm Jims and Dynamite Headdys of the world, but it's doubtful anyone actually purchasing this title will be disappointed.

RAD AUTOMATIC

■ GRAPHICS	86
■ SOUND	84
■ PLAYABILITY	87
■ VALUE	82

OVERALL ■

83

■ CD32

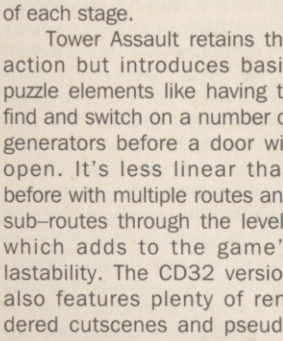
■ Shoot-'em-up ■ Team 17
■ £29.99 ■ Out Now
■ Amiga version available which includes AGA detect enhancements
■ No other versions planned

Two games for the price of one as Team 17 bundles together Alien Breed 2 and Tower Assault on one bargain disc...

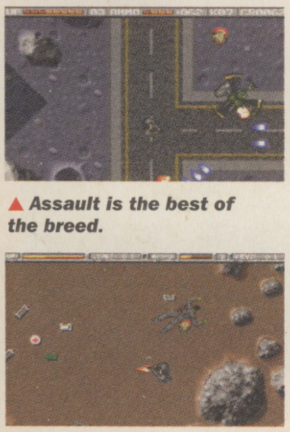
alien breed tower assault

Previously unavailable on CD32, Alien Breed 2 was released on Amiga at the tail end of last year to much acclaim. It was much the same as the original, only harder. If you're unfamiliar with the titles, the idea is wander round alien-infested human colonies blasting anything that moves before taking on the boss at the end of each stage.

Tower Assault retains the action but introduces basic puzzle elements like having to find and switch on a number of generators before a door will open. It's less linear than before with multiple routes and sub–routes through the levels which adds to the game's lastability. The CD32 version also features plenty of rendered cutscenes and pseudo FMV footage and more music.



▲ *Assault is the best of the breed.*



▲ *Assault blends puzzle elements with frantic blasting.*

VERDICT

CD32

The rendered intro and FMV footage on CD32 Tower Assault is a bit lame as the viewing window is too small; this is because it runs without an FMV cart. Team 17 would have been better off dropping the FMV and running the rendered stuff full screen. Thankfully the main game is unchanged and remains the definitive version of the Breed series thanks to its multiple routes and neat blend between puzzling and blasting. Add the inclusion of the excellent Alien Breed 2, previously unavailable on CD32, and Tower Assault is essential.

RIK SKEWS

■ GRAPHICS	86
■ SOUND	87
■ PLAYABILITY	88
■ VALUE	85

OVERALL ■

86

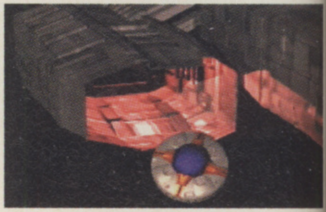
● GAME BY CONTACT TEAM 17 (0924 201846) FOR INFORMATION

■ CD32

■ Shoot-'em-up ■ Team 17
■ £29.99 ■ Out Now
■ A1200 version also available
■ No other versions planned

Team 17 dusts its rocks off once more for this sparkling CD32 version of Asteroids wannabe...

super stardust



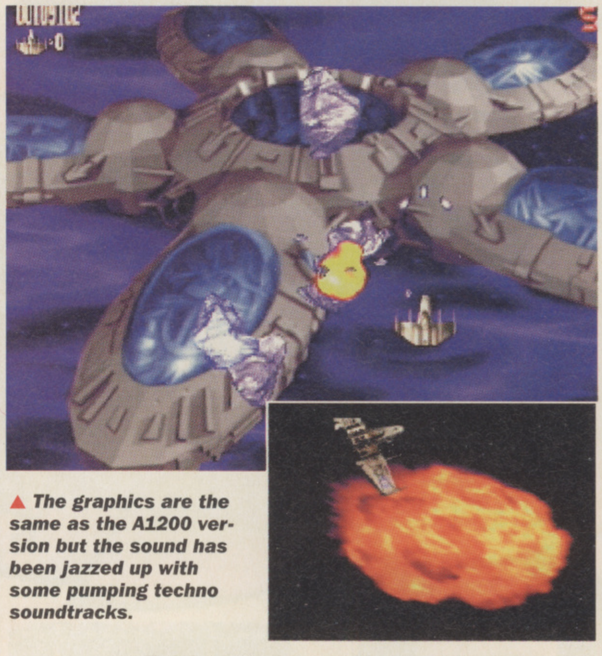
The Amiga has always played host to some top coding talent and nowhere was that more evident than in Finnish programmers Bloodhouse's first product, Stardust. Famous for its incredible graphics, especially the 3D tunnel levels, Stardust was an excellent shoot–'em–up complete with seriously tough gameplay but surprisingly bombed when it was originally released at the tail end of '93.

People who didn't play the game figured it was just a simple Asteroids clone and the relatively cheap £16.99 tag seemed to confirm this. Team 17 had faith though and signed the Bloodhouse team with Super Stardust being the result. Rendered and ray-traced 256 colour graphics, 12 channel sound and refined gameplay have been added to the original asteroids blasting, level linking tunnel sequences and underwater bonus levels – so how does it shape up this time round?

OTHER VERSIONS

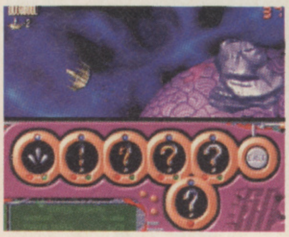
Although it doesn't look or sound quite as neat as the CD32 version it's still a technical masterpiece for the A500 and plays just as well. Just out on budget this is an essential purchase.

A500
● ISSUE 146 ● 88%

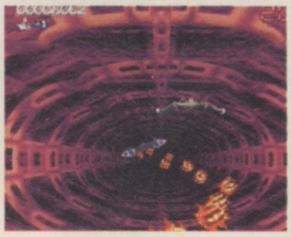


▲ *The graphics are the same as the A1200 version but the sound has been jazzed up with some pumping techno soundtracks.*

Finish a complete world and the hard earned reward is even more droolsome rendered graphics. ▲



▲ *Blast transporters often conceal a weapon power-up, which help take out specific enemies.*



▲ *Linking the levels are the famous tunnel sequences and they're even more detailed this time round.*

VERDICT

CD32

Wow, this is better looking than Pamela Anderson's profile! I thought the graphics in the original were neat, but the AGA ones are far superior, and the tunnel sequences have been improved too. Add some membrane melting techno and you've got classic audiovisuals. OK, so the gameplay may essentially be Asteroids, but it's Asteroids with big shiny knobs on and variety is guaranteed thanks to the underwater sub–games and the always impressive tunnel levels. Brilliant stuff and the best CD32 shoot–'em–up yet.

RIK SKEWS

■ GRAPHICS	93
■ SOUND	92
■ PLAYABILITY	90
■ VALUE	85

OVERALL ■

85

● GAME BY BLOODHOUSE CONTACT TEAM 17 (01924 385903
FOR INFORMATION

SNES

Adventure/Simulation ■ THQ

£Unconfirmed ■ Out Now

Game Boy version also available

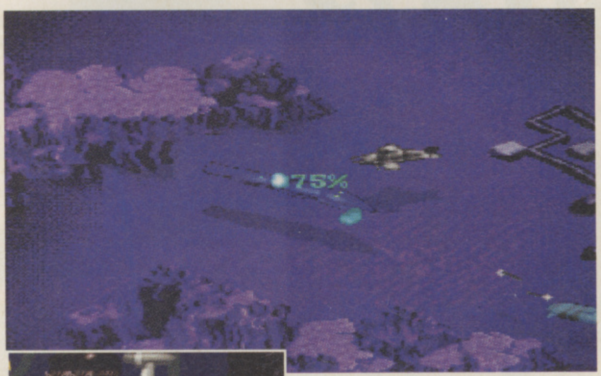
No other versions planned

Fancy hanging around in a cramped submarine with a bunch of craggy old actors and a talking dolphin? Read on...

Timing is important for success in any field of entertainment. A movie released in August has little hope of taking the Christmas number one slot, and a joke told at the improper pace is likely to raise as many laffs as a fart at a funeral. So, it is with this concept in mind that THQ releases upon a wholly unsuspecting public Sea Quest DSV, based on the sub-aquatic antics from the not-so-popular TV 'spectacular' that we'd all forgotten about because it hasn't been on our screens for donkey's. Like I said, it's all in the timing...

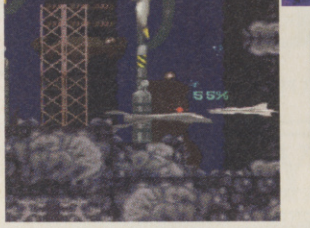
seaquest dsv

Players start the game as a lowly second-class seaman with little actual responsibilities other than providing fresh cuppas for the captain. However, gamers are given an opportunity to earn their stripes via a number of simulation scenarios revolving in and around a submerged mining colony that is under constant threat of attack from deep-sea pirates. There are combat missions where the mining activities must be protected, rescue scenarios – trapped miners running out of oxygen and such, and salvage runs where precious cargo must be retrieved. In each case it is up to the player to make best use of the DSV's capabilities and diverse selection of submersibles. To the victor belong the spoils of the chance to pilot the DSV itself. O deep joy!



◀ *What should be the hassle-free part of the game is made a pain by sniping subs that sap your energy.*

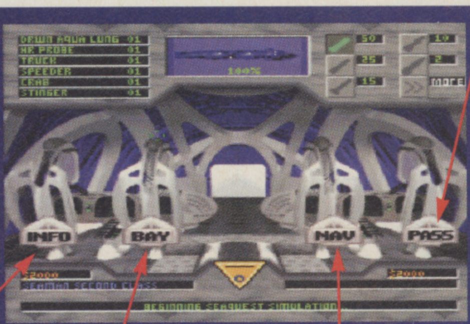
◀ *Your mission, should you choose to accept it: To squint at the screen and try to decipher this message.*



It's those subs again, sapping your vital energy. Will they ever go away? ▶

MEET THE PANEL

Scene of many a dramatic moment in the TV series, the bridge in Sea Quest the game is oddly bereft of crew. However, it is from here that the player has control over several aspects of the game. They are:



INFO: Informs you of mission objectives, locations, amount of cash you have acquired and it also records previous efforts.

BAY: Select your chosen submersible from this location. Only available once a mission has been called.

NAV: Allows an overview of the play area. Indicates mining sites and mission locations.

PASS: You may enter your password here to continue play from a recorded position.

VERDICT

SNES

As a total non-fan of the drudge-worthy series I was not expecting great things of this. And, to some extent, I was right. True the graphics and rendered touches are cool, and I can see that the large and diverse range of missions and tactical aspects would appeal to some. It's just that pace-wise it's bit too unhurried – short spells of unexciting action followed by long periods of floating around a bit. Fans of the show might enjoy it, as might sim-heads, but the sedate play didn't do any 'fin' for me, in fact it gave me a 'haddock'. Sorry.

ANDY MCVITTIE

■ GRAPHICS	88
■ SOUND	81
■ PLAYABILITY	80
■ VALUE	75

OVERALL ■

77

ALTERNATIVE

SCUBA DIVING

■ **Thomas Cook**

■ **African or Australian coast lines**

Coral reefs of particular interest – great graphics not much sound though, and can be truly interactive if you find the odd reef shark or dolphin to swim with.

● **GAME BY SCULPTURED SOFTWARE** ● **CONTACT THQ (0171-493 3662) FOR INFORMATION**

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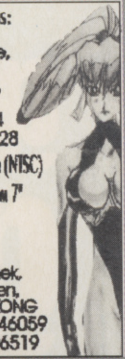

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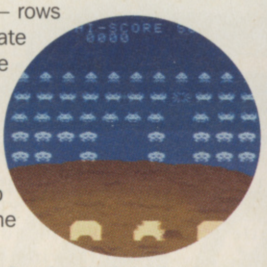
■ **GAME BOY**

■ **Shoot-'em-up** ■ **Nintendo**
■ **£Unconfirmed** ■ **Out Now**
■ SNES also available
■ No other versions planned

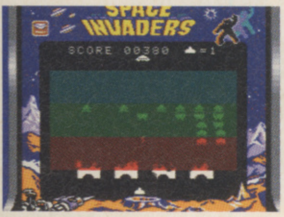
space invaders

A blast from the past and no mistake...

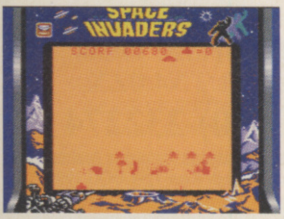
Around 16 years ago anybody who wanted to mess with computer games had to put up with the delights of Pong and er... well that was it. Then Space Invaders was released on an unsuspecting public and the face of gaming was changed for ever. The world marvelled at the gameplay — rows and rows of alien scum to annihilate (and your own fortresses to hide behind). Finish off a whole screen of ETs and lo and behold, more appeared. Well now that wonder of technology has been transported to Game Boy with a souped-up arcade version playable through the Super Game Boy which allows you to play in colour, black-and-white and stripy like it used to be in the good ol' days, nostalgia fans.



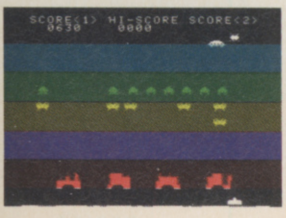
▲ *Opt for Upright Cabinet Mode and get a cack background absolutely free!*



▲ *Cellophane mode is supposed to recreate those manky stripes you used to get in the original arcade version. Great.*



▲ *Set your perfectly clear world awash with muddy orange in Original mode.*



▲ *This was more or less how it all started.*

VERDICT

GAME BOY

I loved the Space Invaders coin-op, so I was looking forward to the Game Boy version. What a disappointment! The 'arcade' version playable through the Super Game Boy only means a few more aliens, a colour option and the choice to play in upright arcade cabinet mode. The 'original' mode on Game Boy has no frills but sadly it's not even as good as the 15-year-old original, which is unforgivable. Unfortunately, perhaps nothing remains a classic forever because flaws aside, you'll soon became bored with the repetitive gameplay.

LUCY HICKMAN

■ GRAPHICS	59
■ SOUND	51
■ PLAYABILITY	54
■ VALUE	56

OVERALL ■

55

■ **GAME BOY**

■ **Various** ■ **Nintendo**
■ **£Unconfirmed** ■ **Out Now**
■ No other versions available
■ No other versions planned

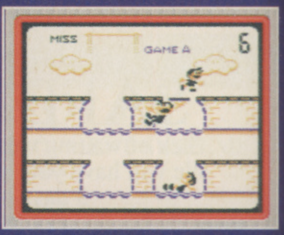
game boy gallery

Five games on one cart — let me at it!

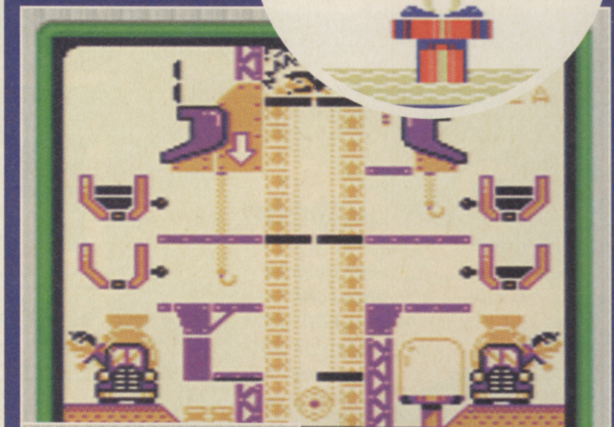
Phew-ee! With five games to describe and only half a page to do it in we'd better dispense with the preamble and get right on down to basics

First up comes Ball — a juggling act pure and simple. Your man is kitted out with arm extensions and the aim is to move left and right to prevent the balls hitting the floor.

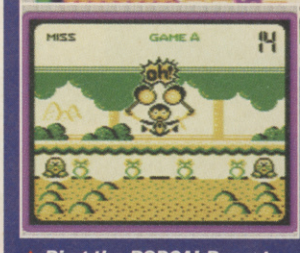
Vermin is a mole murdering exercise — move left and right to the right position and the moles are mercilessly slaughtered as they raise their cute, innocent, little heads. Flagman is a rip-off of that sad sequence copying game, Simon. Our hero raises an increasing number of numbered flags and you have to follow and repeat the sequence. Manhole's a bit radical in that you can go left, right, up, down AND diagonal and the aim's to fill the manholes with your body to save some hapless passers-by from certain doom. Finally Cement Factory involves leaping around lifts and emptying cement mixers into lorries. Wow!



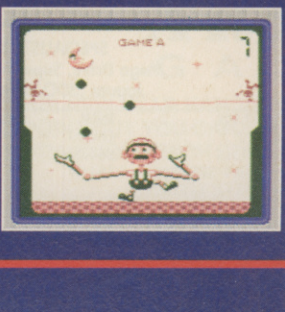
▲ *It's a dirty job but someone's gotta do it.*



▲ *Completely crap game but almost worth it to watch our hero writhe in agony as he gets crushed at the top of the screen.*



▲ *Ring the RSPCA! Report Nintendo! Stop these evil mole-murderers now!*



Watching five minutes of Noel Edmonds would be less painful than playing this rather sad compilation. ▶

VERDICT

GAME BOY

The original Game & Watch introduced millions of people to the world of Nintendo, apparently. Once introduced they promptly went out and bought a Master System, no doubt, if this cart is anything to go by — we're talking dire here with a capital 'D', and excrement with a capital 'S'. Two of these games involve moving left or right and that is it; two — radical devils that they are — allow you to go up and down as well, while in the other you don't move at all! The max enjoyment you might wring out is five minutes — one minute per game.

LUCY HICKMAN

■ GRAPHICS	29
■ SOUND	23
■ PLAYABILITY	21
■ VALUE	14

OVERALL ■

19

● **CONTACT NINTENDO (0329 822565) FOR INFORMATION**

■A500/600

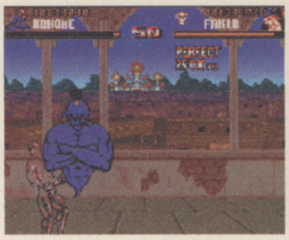
■Beat-'em-up ■Gremlin Interactive
■£Unconfirmed ■Out Now
■No other versions available
■A1200 and CD32 versions planned

Stepping into the Amiga's rather uncluttered beat-'em-up arena comes a new contender...

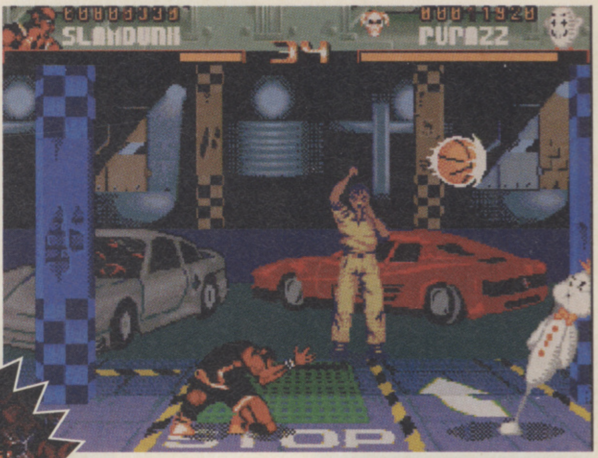
shadow fighter

Don't worry, Shadow Fighting isn't like shadow boxing, oh no, in Gremlin's debut beat-'em-up there's no imaginary opponents, rather there's a respectable choice of 16 fighters to put through their Pacers, Opal Fruits or whatever. You can't just go and select any of the 16 players however, first of all you have to master the special moves and become a decent beat-'em-upper as on Easy mode you can only choose the first six challengers. The more competent you become the more fighters you can challenge, the ultimate challenge being coming face-to-face with old Mr Shady himself.

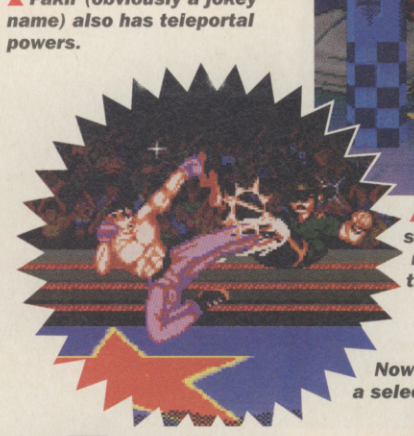
There is of course a plot, but there's about as much point to it as a pants on a nudist beach, but it manages to, in a convoluted fashion, incorporate fighters from numerous countries in the world, for example, Soria, who's a Belgium kick boxing champion; Yurgen, a German cop who'd look more at home on stage with the Village People and Fakir who originates from Pakistan and who has ancient secret magical powers. The most unique aspect of Shadow Fighter has to be Pupazz, who is basically a Mr Blobbyesque punch bag that you can play in training mode, and is the place to practice those special moves. But what do want from Gremlin, blood? Well, as the man in the burger bar sez, 'You got it'. Yes there's blood, but it's not quite in the quantities that you find in a certain other fighting game that's rather infamous in that department.

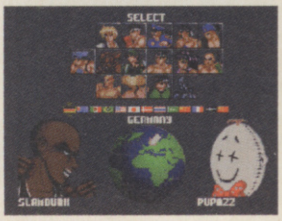


▲ ***Fakir (obviously a jokey name) also has teleportal powers.***

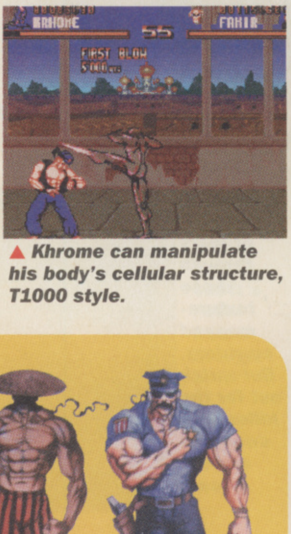


▲ ***Practise your slamdunk special move on Pupazz in the training mode.***

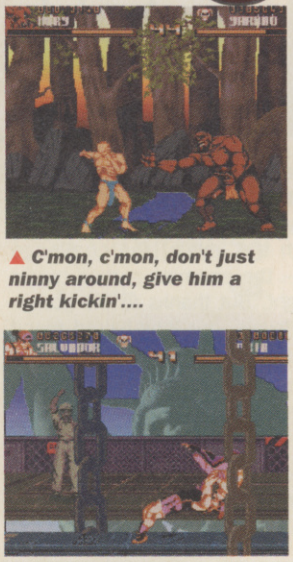




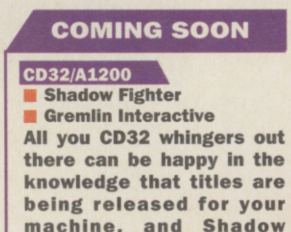
Now where have I seen a selection screen like that before, eh? ▶



▲ ***Khrome can manipulate his body's cellular structure, T1000 style.***



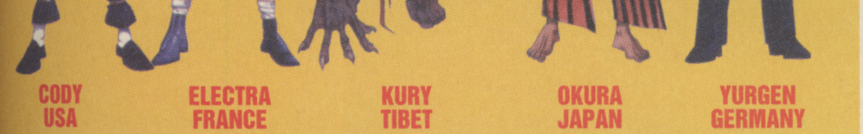
▲ ***C'mon, c'mon, don't just ninny around, give him a right kickin'....***



▲ ***Salvador's back flip is reminiscent of Blanka's.***

DON'T FANCY YOURS MUCH

Here in Beat-'em-upsville we have all sorts of beefy birds and blokes who glean enjoyment from the art of knocking the Paxo out of one another. But remember kids, don't try this at home, unless it's on your Amiga.



CODY
USA

All the characters are rather good at this martial arts malarkey, and he can fire the odd fireball too.

ELECTRA
FRANCE

Not only is Electra a regular traveller on the Channel Tunnel, but her double kick is the talk of Calais...

KURY
TIBET

One of this Tibetan's favourite moves is his flaming hand, which is pretty easy to master too.

OKURA
JAPAN

Coming from the land of beat-'em-ups you'd expect this guy to be swift with his sword.

YURGEN
GERMANY

Yurgen is a bit of a Miss Marple at heart as he's also in the midst of a murder investigation.

VERDICT

A500/A600

When you think about how old the Amiga is, then the fact that decent games can still be churned out for it is fairly remarkable. The thing is though, your console owning mates might not think much of your Amiga best-'em-ups when they've got a quite exhaustive selection for their own machines. Shadow Fighter is of course totally derivative of Street Fighter, in terms of plot and even some of the moves. That doesn't detract from the fact that shadow Fighter is a very decent beat-'em-up, specially for the Amiga 500, but nothing amazing.

GARY LORD

■ GRAPHICS	80
■ SOUND	79
■ PLAYABILITY	81
■ VALUE	78

OVERALL ■

83

COMING SOON

CD32/A1200
■ Shadow Fighter
■ Gremlin Interactive

All you CD32 whingers out there can be happy in the knowledge that titles are being released for your machine, and Shadow Fighter in its A1200 version will be rather resplendent in its 256 colours.

■ EXPECTED RELEASE: FEBRUARY

● GAME BY GREMLIN ● CONTACT GREMLIN (0114 2753423) FOR INFORMATION ● GAME COMES ON FOUR DISKS

3DO/PC CD-ROM

Shoot-'em-up **Elite**
£Unconfirmed **Out Now**
No other versions available
No other versions planned

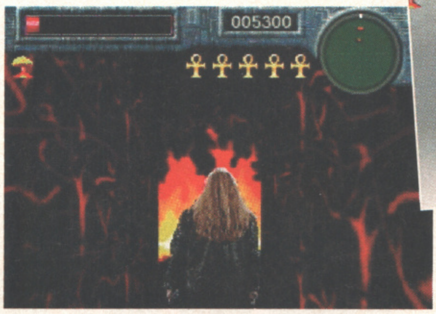
After the success of Doom, it was only a question of time before the clones started rolling in. Take some rock!, roll!, ultra violence, and you get Virtuoso...

Being a rock star in the 20th century isn't all it's cracked up to be, apparently, and Elite reckons come the 21st century being a rock star is going to be an unenviable occupation. The reason being that his life is so sad he has to seek solace in a land of fantasy and ultra violence – namely virtual reality. And this is the premise of Virtuoso.

Set in a Doom-esque, 3D, one-person perspective, our hero rock star satisfies his need for escapism by blasting the heck out of mutant martian spiders, possessed seagulls and over-sized snowmen. A choice of three scenarios is open to explore – Mars, Marine and Haunted House – within each are around eight levels to complete.

virtuoso

With the emphasis on a search-and-destroy style mission, the rock legend must locate the key to the exit of each level before even attempting to find the way out and access to the next level. As you progress through the levels, the challenge becomes tougher and tougher – the enemies getting bigger and requiring more careful thought. But thanks to the power-up containers lying around the levels, our long-haired friend can deal with the challenge on a more even keel.

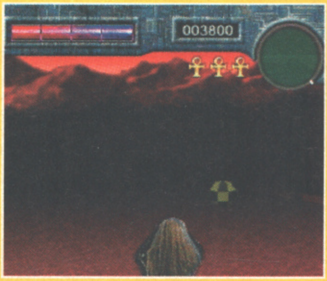


Enter the bowels of Mars through these texture-mapped corridors. But watch out for the killer bats swooping on your head.

Pah! It's a snowman! Or so you think. These fellows are hard as nails so try and avoid their boulder-like fists.

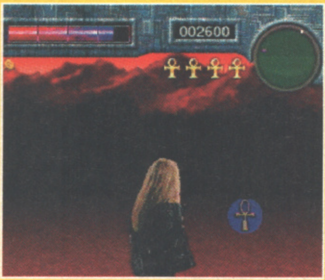
VIRTUAL OBJECTIVITY

As the hordes crash into your path you're going to need some handy pick-'em-ups to help you on your way.



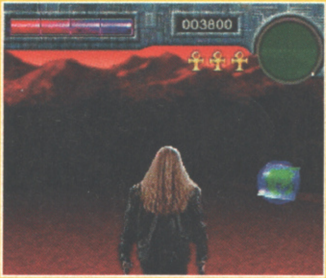
POWER-UP CONTAINER

Keep your eyes peeled for containers like this and shoot them to reveal their contents.



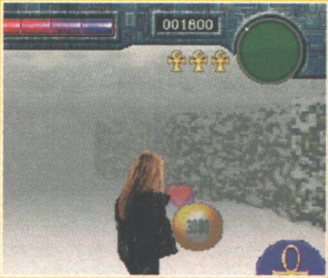
LIFE POWER-UP

Even though in Logan's Run it meant sanctuary, here it means you've got a bonus life.



MAP ICON

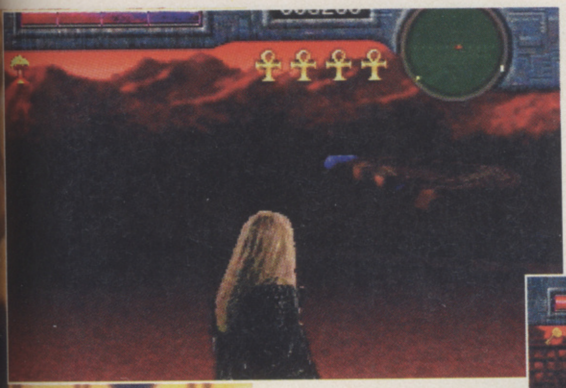
You can't locate the map until you find this item. Very, very handy if you want to find the exit easily.



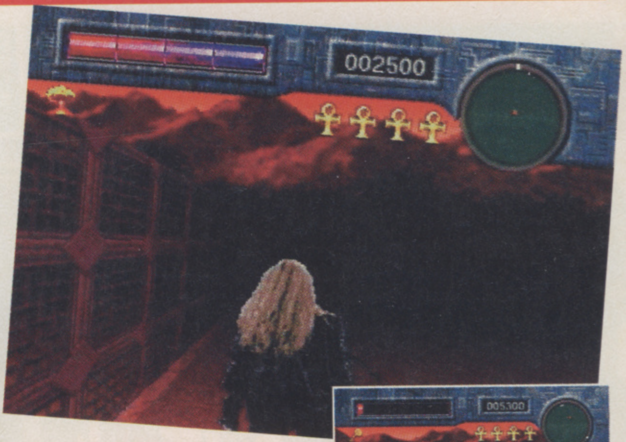
HEART

Watch that energy bar be replenished by grabbing hold of a chap like this.

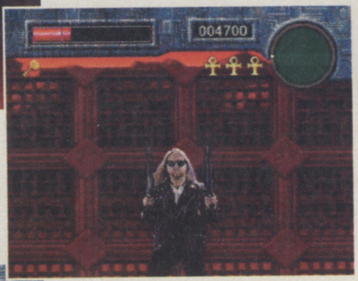
GAME BY ELITE **CONTACT ELITE (01922 55852) FOR INFORMATION**



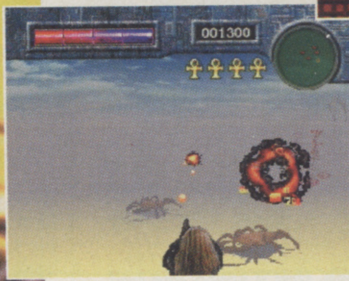
◀ *Attack of the killer mutant wasps! The enemies keep you constantly on your toes as they approach from all directions and all heights.*



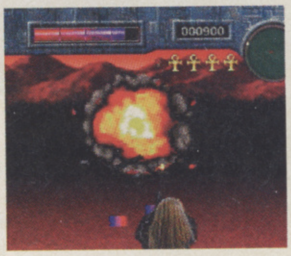
It is vital to your self-preservation that you grasp the concept of side-stepping. Oh so handy for avoiding those virtual missiles. ▶



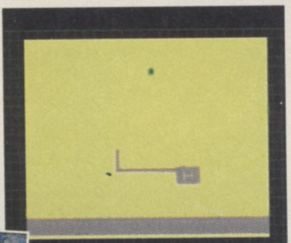
In the realm of Marine world, even the humble crab becomes your deadly enemy. Easy on the dressing please. ▼



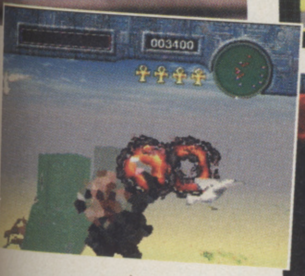
▲ *Our rock legend hero looks like something out of ZZ Top, but without the wacky beard!*



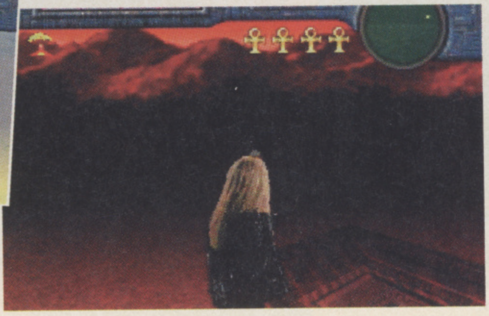
▲ *Dare you fool with the master of all hair long?*



◀ *Switch on the map and this happens. Nice isn't it?*



▲ *Don't get caught standing on a beach. The gun turrets are deadly and can only be avoided.*



◀ *It's all very pretty, but it's not Doom though, is it?*

VERDICT

3DO

It was only a question of time before the Doom clones came out of the woodwork, and though Virtuoso is a valiant effort, it just doesn't cut the mustard! Even the concept is a bit ropey, smacking of a cash-in effort on the presumption that all 3DO owners are death metal freaks with a passion for violence. The gameplay isn't a scratch on the total immersal of Doom, and quite honestly the graphics are all to similar and lacking in animation. Take the safe option and wait for a version of Doom on 3DO, a much safer option.

PAUL BUFTON

■ GRAPHICS	79
■ SOUND	74
■ PLAYABILITY	70
■ VALUE	68

OVERALL ■

70

ALTERNATIVE

PC CD-ROM/32X/JAGUAR

- ■ Doom
- ■ Virgin/£Various

The original and of course the best maze-style shoot-'em-up. A far more intense experience – more varying enemies, better power-ups, and loads more guts! The ultimate first person 3D game.

VERDICT

PC CD-ROM

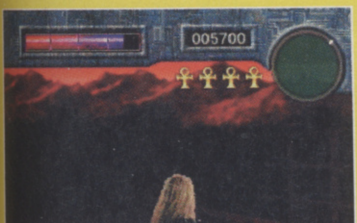
Virtuoso may be attempting to break from the traditional first-person perspective stance of games like Doom and its clones by including novel features – like the on-screen character, but it doesn't quite achieve the sense of obsessive gameplay felt in Doom. To top this the graphics tend to be very stilted. What's more you're going to have to be a particularly hard core fan of thrash metal to glean any sense of enjoyment from the incessant soundtrack provided by unsigned (quelle surprise!) band Thai Dyed Suicide.

PAUL BUFTON

■ GRAPHICS	78
■ SOUND	72
■ PLAYABILITY	71
■ VALUE	69

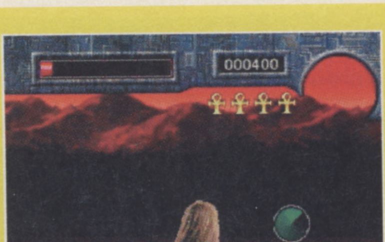
OVERALL ■

70



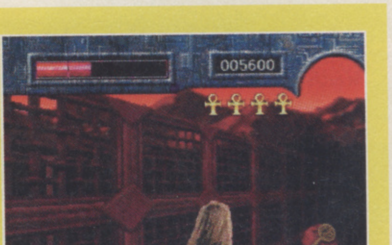
SMART BOMB

To evaporate everything on the screen, why not let rip a miniature nuclear warhead in the form of a smart bomb.



RADAR

Informs the player of the whereabouts of enemies before you encounter them.

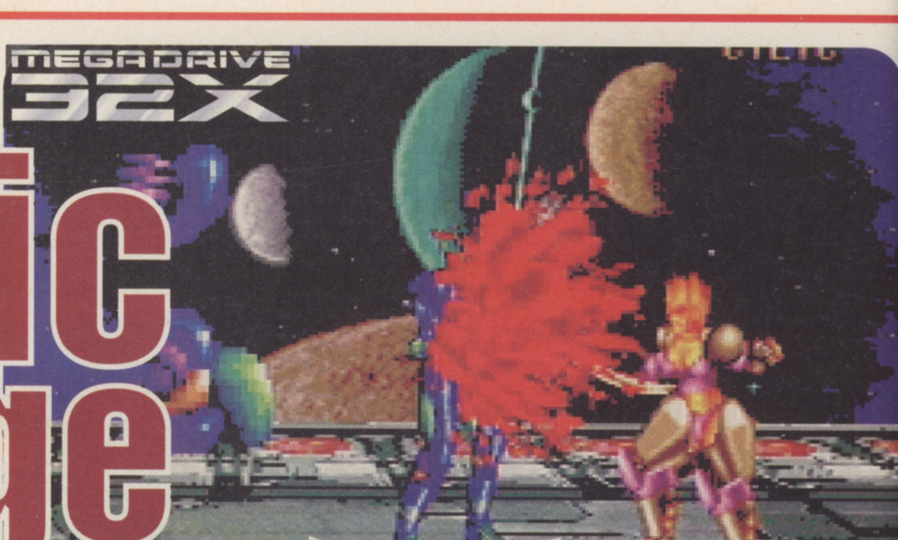


KEY

The exit will not open unless you have found the key icon.

■ 32X

■ **Beat-'em-up** ■ **Sega**
■ **£49.99** ■ **Out Now**
■ No other versions available
■ No other versions planned



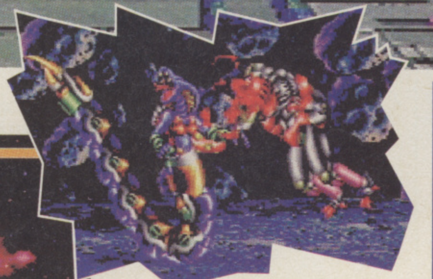
cosmic carnage

No, it isn't a story of intergalactic butchers, it's a beat-'em-up for Sega's new add-on. Oh joy...

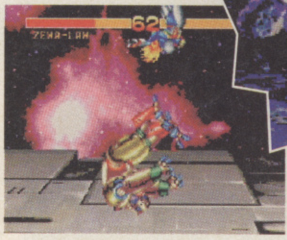
Imagine a scenario which mixes the best bits of 'Escape From New York' with 'The Poseidon Adventure' (but without Shelley Winters playing the Kurt Russell role) and voilà, Cosmic Carnage, the first beat-'em-up for 32X. Carnage draws its scenario from countless sci-fi films and virtually every beat 'em up released.

A prison ship has run into trouble, and the guards have fled in the escape pods leaving the villains to await their doom. However, one of the guards didn't quite make it to the pod (I can see it now: 'if I could just... reach... the.. po...), leaving one of the eight crims with a possible way out. Thus, seeing as these are crims of the old school who wouldn't shoot you without asking first, they decide to fight for the pod in a series of timed battles. The only rule being the last person standing gets to have a pop at freedom.

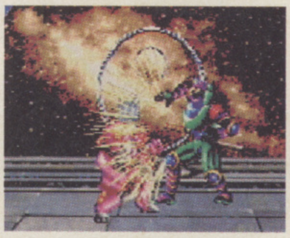
Thus, controlling any one of the eight mutant felons on offer, Carnage begins. In terms of content, we're in familiar territory: each character has several special moves on offer, and MKII fans will delight in the gore accompanying each death. Of the eight characters, four also come with Barbie-style accessories of heavy or light armour which affect hit power and speed respectively. Each fight lasts 100 seconds, and if this limit expires, the person with the most energy left wins.



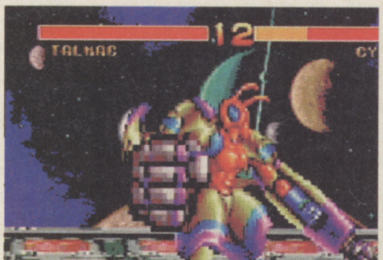
▲ *Ooh, that'll smart like hell in the morning...*



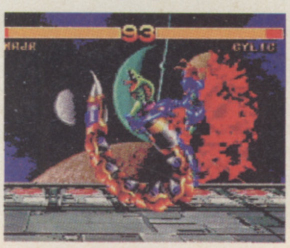
▲ *This is either a bizarre courtship ritual or the big guy has thrown the other.*



▲ *"I won't jump through your hoop. Who d'you think you are, the Ringling Brothers?"*



▲ *The zoom mode in all its glory, focuses on Cylic as he shows off his heavy duty armour. The two armour types allow for different special moves.*



MONSTER MASH

Cosmic Carnage's mutant fighters are a real bunch of weirdoes and range from a snake-like thing to a pummelling primate. They're all fairly evenly matched, but here's what they can do:

***ZENA-LAN:** A particularly fast punching speed, and a good all-rounder fighter.*

***DEAMON:** Humanoid, Deamon has a Scorpion's tail attached which means he can lash out in close combat.*

***NARUTO:** Boasting more moves than most of the characters, Naruto is also a mean dab with a sword.*

***TYR:** Has armour facilities, and another pretty average all-rounder fighter.*

***NAJA:** A snake beast with tremendous strength in her whip-like tail.*

***YUG:** There's no monkey business with this simian scrapper. Powerful — but slow with it.*

***TALMAC:** Razor-sharp claws are this ultra-fast moving beggar's greatest advantage. Vicious.*

***CYLIC:** Big grasshopper that uses projectile attacks Probably eats his own, too.*

ALTERNATIVE

MEGADRIVE/SNES/AMIGA /GAME GEAR/GAME BOY

■ **Mortal Kombat II**
■ **Acclaim/£Various**

It may not be out on 32X until March, but Probe's 16 bit version shows how a beat-'em-up should be done.

■ **ISSUE 157: 93%**

VERDICT

32X

I was hoping Sega's first 32X beat-'em-up would push back the boundaries of binary battling. Nope. This is a slow-paced and dull slugging match with the player getting to grips with repetitive moves in what amounts to who can press the most buttons fastest. It does draw ideas from Samurai Shodown and MKII, but the programmers have left out the good bits, leaving a tedious game that has neither excitement or variety. An awful game, and one which will only sell to 32X owners desperate for new stuff. Wait for 32X MKII.

MARK PATTERSON

■ GRAPHICS	69
■ SOUND	67
■ PLAYABILITY	61
■ VALUE	40

OVERALL ■

65

● GAME BY SEGA ● CONTACT SEGA (0171-373 3000) FOR INFORMATION

JAGUAR

Beat-'em-up ■ Atari
£49.99 ■ Out Now
No other versions available
No other versions planned

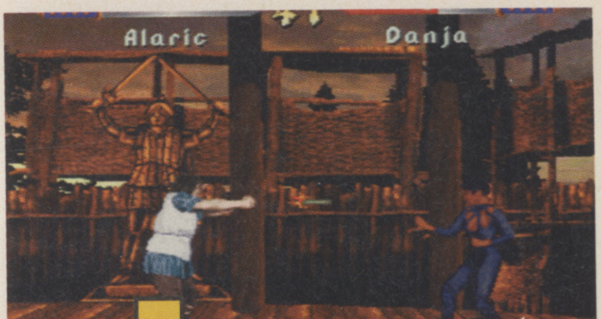
Atari enters its contender into the Christmas console combat zone, but is this mutton dressed as Mortal?

kasumi ninja

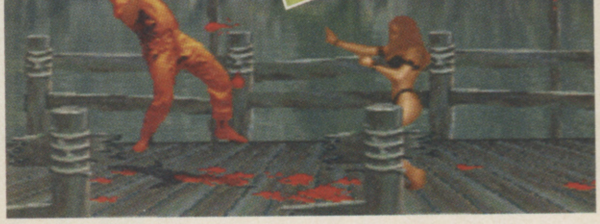
Nothing brings in the punters like a bit of gratuitous blood and violence. Which may be why Atari, actively seeking punters, sought to spice up the Jaguar's tame image with the lurid beat-'em-up action that is Kasumi Ninja.

Following standard procedure, all the guys and gals have a series of special tricks up their sleeves (or under their kilts), with which to bombard the enemy. These are activated by a series of joypad movements, but strangely all incorporate the C button, keeping them separate from the standard punch/kick movements.

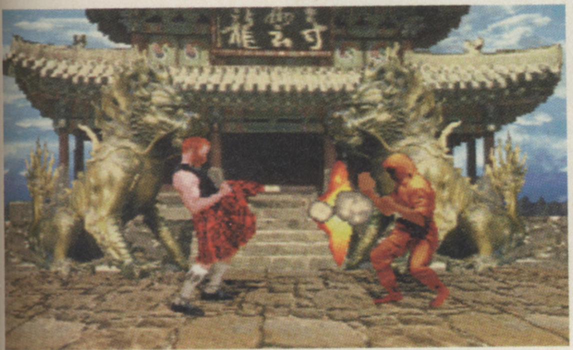
The game also has a gore mode. Little more than blood (none of MKII's guts), there are various levels of intensity at which this may be set, with the most extreme having pints of the stuff raining from the ceiling. Atari has incorporated a parental lock, which ensures little Johnny cannot stick Kasumi on for cheap gratification. Unless they want him to, of course.



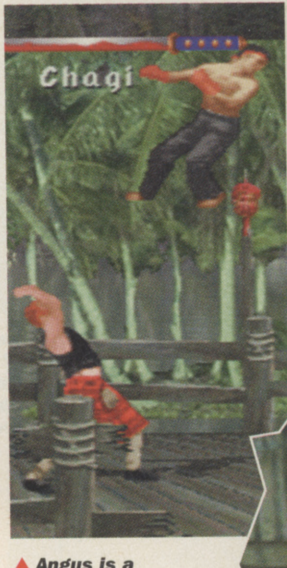
So I tore your spandex disco suit – so Kasumi! © Poor Quality New York Jokes Inc.



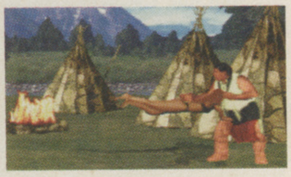
▲ The blood runs free, but is about as convincing as a Zombie Flesh Killers B-movie. But wait, isn't that banned?



▲ This is atypical of the specials in Kasumi. If they all showed this sort of initiative it might at least be funny.



▲ Angus is a champion tosser.

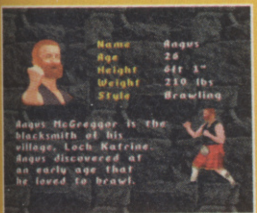


▲ Thundra's Raiden impersonation move.

Gyaku helpfully pauses the fight to look for head lice.

GONG SHOW

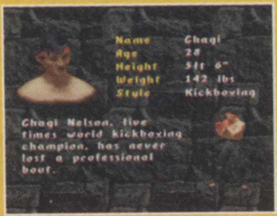
If Atari can be unoriginal, so can we. Here's one of those fighter profile lists you always find in combat game reviews.



Name Angus
Age 26
Height 6ft 1"
Weight 210 lbs
Style Brawling

Angus McGreggor is the blacksmith of his village, Loch Katrine. Angus discovered at an early age that he loved to brawl.

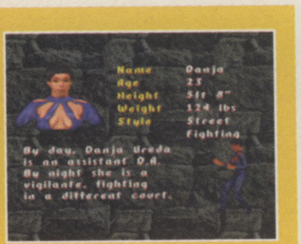
His ludicrous sporran-lifting antics reveal once and for all what lies beneath a Scotsman's kilt.



Name Chagi
Age 28
Height 5ft 6"
Weight 142 lbs
Style Kickboxing

Chagi Nelson, five times world kickboxing champion, has never lost a professional bout.

Jacky Chan-ish, has the advantages of agility and more than the average complement of special moves.



Name Danja
Age 25
Height 5ft 8"
Weight 124 lbs
Style Street fighting

By day, Danja Ureda is an assistant D.A. By night she is a vigilante, fighting in a different court.

Danja has the unnerving ability to jump out of the screen and appear at the other side.

VERDICT

JAGUAR

Kasumi Ninja is a pale imitation of some great beat-'em-ups, the only relief being the occasionally Pythonesque on-screen elements. The nice backdrops are mostly static, and the purpose of digitising the characters from actors is defeated by meagre animation. But the game's mechanics are the greatest failing. The action is slow and the response so sluggish, I quickly resorted to repetitive long-range attacks, which the computer AI is unable to cope with on all but the highest difficulty setting. A highly unenjoyable game.

ANGUS SWAN

GRAPHICS	80
SOUND	67
PLAYABILITY	52
VALUE	49

OVERALL

51

ALTERNATIVE

AMIGA/GAME BOY/MEGA DRIVE/SNES GAME GEAR

- Mortal Kombat II
- Acclaim/£various

The original and best made better in this sequel, with all the blood intact but babalities and friendships included which makes the affair seem far friendlier.

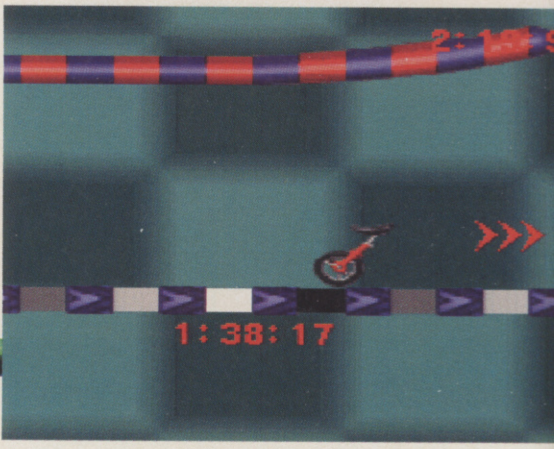
- ISSUE 158: 96%

■ SNES

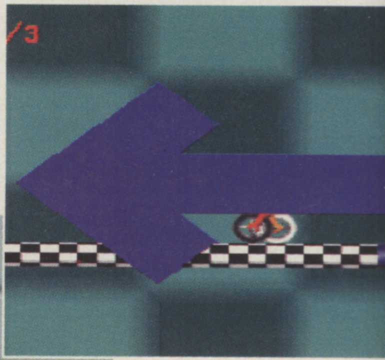
■ Racing ■ Nintendo
■ £39.99 ■ Out February
■ No other versions available
■ No other versions planned

unirally

Get ready for turbo charged unicycle fun courtesy of the programming team behind Lemmings...



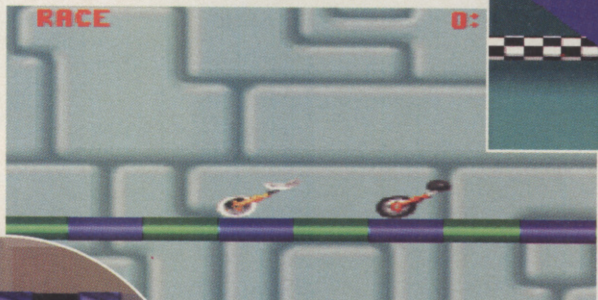
▲ *These arrows will throw the unicycle backwards if you attempt any stunts while racing over them.*



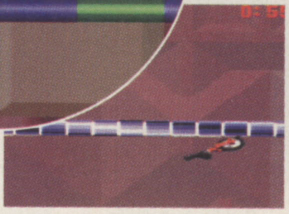
Everything about this game is loud from the vivid primary colours to the noisy rock music. ▶

Legend has it that Lemmings was rejected numerous times until Liverpool-based softco Psygnosis finally signed it. Big mistake by whoever said no since the title has been converted to virtually every current format and gone on to become one of the most successful games ever. Clearly realising DMA Design's talent, Nintendo wasn't going to make a similar error and has snapped up the team's latest offering. At first glance though, Unirally probably received similar puzzled looks to those who first saw Lemmings, after all who would have thought a decent game could be made starring unicycles?

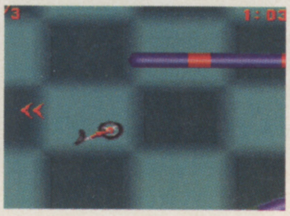
Still that's exactly what this is. Race your butt-aching cycle across the walkways in the quickest time possible either against the computer or a friend outdoing them in by performing stunts and grabbing speed-boosting pick-ups. Building up a good head of speed is the key to victory. If you're not going fast enough you'll never clear the longer jumps. Pull of a particularly excellent stunt and you'll be rewarded with loads of bonus points plus an acceleration boost. Breaking up the frantic racing action are stunt tracks where the aim is to complete a certain number of moves before the time runs out.



▲ *DMA Design has managed to inject plenty of personality into the unicycles. Check out the way they shake their heads when losing or look behind when an opponent is close.*

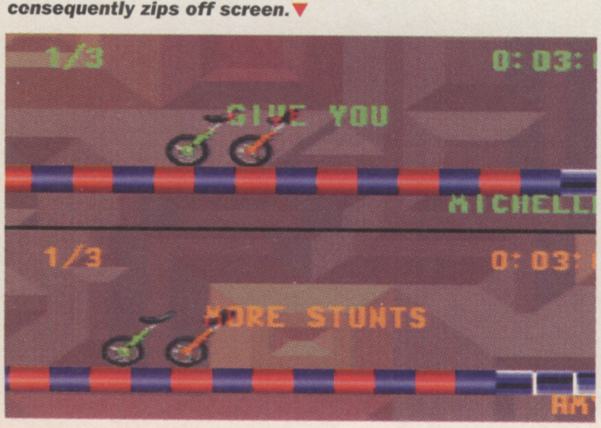


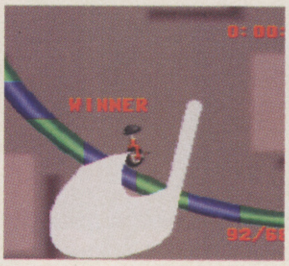
▲ *These spinning loopy sections are great fun and reminiscent of similar creations in the Sonic games.*



▲ *There's usually one large jump per level and these offer the best opportunity to increase speed by performing plenty of stunts when you are airborne.*

The two player mode is just as fast, but sometimes the split screen track can't keep up with the speed of the cycle which consequently zips off screen.▼





▲ *Some of the levels require a certain number of stunts to be performed on a skateboard-style half pipe.*

ALTERNATIVE

MEGA DRIVE 32X

■ **Virtua Racing Deluxe**

■ **Sega/£59.99**

Tarty remake of the competent Mega Drive original; this features a couple of new cars and tracks and the same excellent gameplay. And don't forget the £10 off voucher.

■ **ISSUE 157: 93%**

VERDIC

SNES

**Whizzing round the colo
ful tracks at breakne
speed to the accompa
ment of loud music
exhilarating at first,
then weaknesses beco
apparent. For a st
there's little variety in
20-odd tracks and m
are too easy – despite
three difficulty levels yo
have to be pretty crap
to complete two of them
your first attempt. The
player game is better a
faster than Stunt Rac
however, but is still ha
pered by the restrict
half screen view. Good f
but not the Stunt Race
beater it could have bee**

RIK SKEWS

■ GRAPHICS 88
■ SOUND 87
■ PLAYABILITY 86
■ VALUE 84

OVERALL

87

● GAME BY DMA DESIGN ● CONTACT NINTENDO (01329 822565) FOR INFORMATION

AMIGA

Strategy ■ **Daze Marketing**
£34.99 ■ **Out Now**
PC version also available
A500/600 version planned

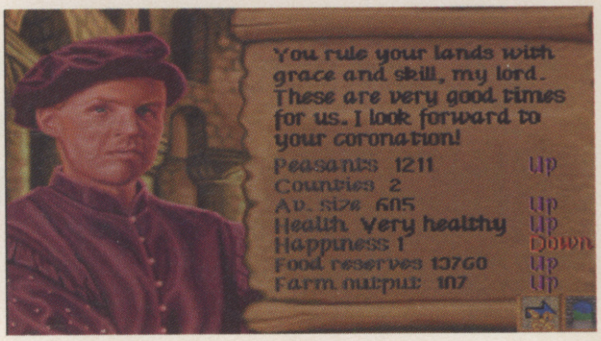
lords of the realm

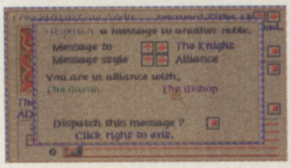
Go lording it through medieval England in your bid to become king, in Impressions' latest Sim City-style strategy game.

England has no king, 'we know that, we've a queen' you may retort, but we're not talking here and now, we're talking about the middle ages (the period between the fall of the Roman Empire and the dawn of the Renaissance, history fans). And with no king the lords of the realm are engaged in a bitter struggle with one another to expand their small empires and take over the country. Into this mess of rivalry you take on the role of the lord of one of the counties whose task it is to slug it out with five other lords. Your task, like the other computer or human players, is to manage your population and tax them to build up enough money to allow the purchase of mercenaries and peasant armies to attack other counties. With more land it's possible to make more money, build bigger armies and capture more land and so on until you win the game. Naturally the other lords are trying to do the same to you…

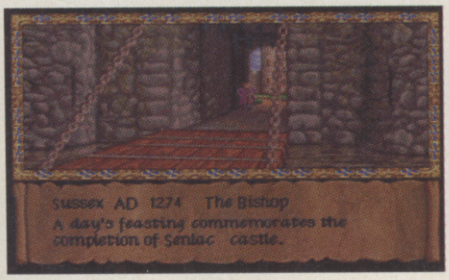
Of course it's not that simple. For starters managing land isn't easy as you have to contend with adverse weather (rain spoils crops), crop rotation, a population who don't like being taxed and you could be on the receiving end of another lord's ambitions. Then there are alliances to build, over-population problems and emigration! There are also traders to buy and sell to, alliances to form and transporting goods between your different counties to deal with; a lord's life is not an easy one.

In the single player game there's a nice man to tell you how well you're doing and give you advice.

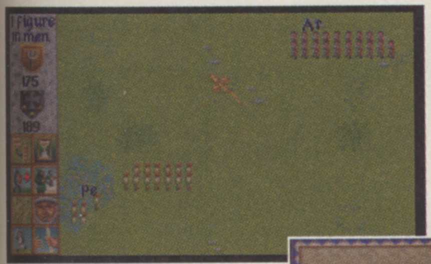

You rule your lands with grace and skill, my lord. These are very good times for us. I look forward to your coronation!
Peasants 1211 Up
Counties 2
AD. Size 605 Up
Health Very healthy Up
Happiness 1 Down
Food reserves 13760 Up
Farm output 107 Up

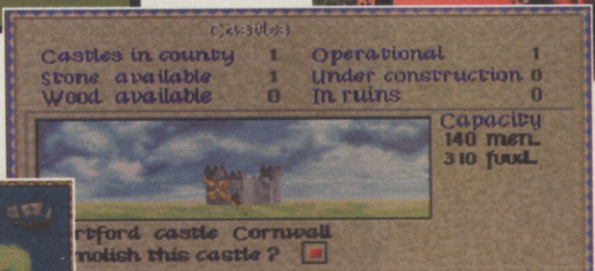

Dispatch a message to another noble.
Message to The Knight
Message style Alliance
You are in alliance with,
The Baron The Bishop
Dispatch this message ?
Click right to exit.

You can taunt other lords, send them hate mail or even be nice to them.

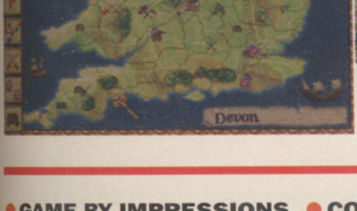

Sussex AD 1274 The Bishop
A day's feasting commemorates the completion of Senlac castle.

After acquiring the materials and allocating men your castle will be complete and ready to garrison your troops.


If you want you can take charge of battles and decide how to attack your foes.


Castles
Castles in county 1 Operational 1
Stone available 1 Under construction 0
Wood available 0 In ruins 0
Capacity
140 men
310 food
rtford castle Cornwall
molish this castle ?
Extend this castle.
Design a castle

If you've got enough money you can build a castle to hold your army and defend your lands against other lords.



England, sweet England, one day all this will be mine! An overall view mode allowing you to see who's doing what and where.

VERDICT

AMIGA

Lords of the Realm is an engrossing game, it's the sort of game that will take huge chunks out of your life to complete. It has enough detail and variables involved to keep you engaged, but not enough to make it too complex. It does have some annoying elements, like not being able to set taxes for individual counties and having to manually move back to your county on each move, but these don't get in the way of the gameplay. Strategy gamers will find this an excellent addition to anyone who enjoyed the likes of The Settlers or Gensia.

ANDY LEANING

GRAPHICS	84
SOUND	75
PLAYABILITY	85
VALUE	83

OVERALL

84

ALTERNATIVE

PC

■ Transport Tycoon
■ MicroProse/£44.99

Incredible looking PC strategy sim where you try to create your own transport empire, as well as build roads, railways, stations and do your best to avoid any major disasters.

■ ISSUE 158: 90%

● GAME BY IMPRESSIONS ● CONTACT DAZE MARKETING (0171-328 2762) FOR INFORMATION

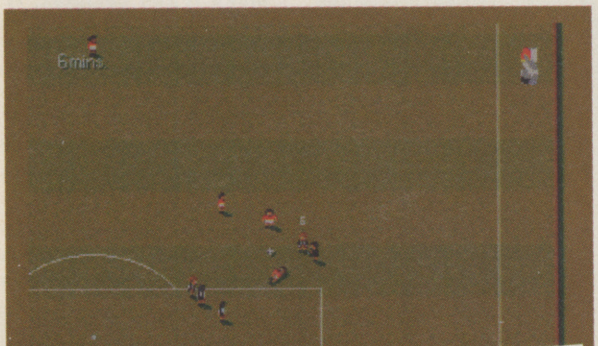
■ Football ■ Renegade
■ £29.99 ■ Out Now
■ No other versions available
■ No other versions planned*

sensible world of soccer

Rik Skews thinks Sensible Soccer is the best game of all time, so how can this sequel possibly improve on it?

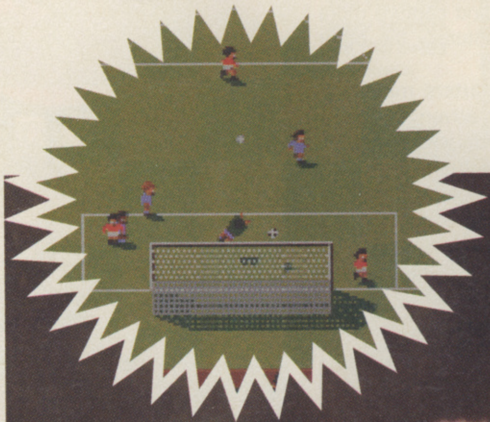
Sensi Soccer is my all time fave game and while I like the odd tackle with FIFA, especially the definitive 3DO version, nothing will compare to the intuitive control system which Sensi offers. When I heard that a sequel was in the pipeline I was a little concerned, after all the gameplay was pretty much perfect. There were always a couple of niggles however, and thankfully these have been ironed out in Sensi World. For a start the game became too easy once the play mechanics were mastered, even against classy Series A opposition. Now the player's defence will know if they're playing a world class team; equally, if the player is controlling Bergkamp and Gullit expect plenty of balls to hit the back of the onion bag. And the areas on the pitch where goals could be scored, even from 50 yards, have been erased too. Players can now be injured, with varying degrees of severity, though thankfully it's unusual for them to be out for more than four matches. There are many more tactics available too and up to six new ones can be created, either from scratch or from editing prestored ones.

The major change with Sensi World though, is the optional management section. It's possible to take control and play just about every major worldwide football league side and enter every cup competition from just about anywhere in the world. The attention to detail is astonishing: every team has the correct players, in their right position, their specialist skills, value and even accurate barnet and skin colour! Players can be bought and sold too – and if you make enough cash wheeling and dealing and have considerable success on the field, they'll eventually be offered the job of managing the country's team and taking part in a completely new competition like the World Cup!



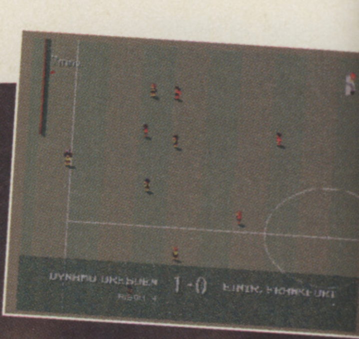
▲ ***Players can now be injured and some injuries can keep a player out for an entire season, though four matches is probably more like it.***

▲ ***That's Ryan Giggs on the ball. He may be highly expensive but his pace and control soon pays for itself.***



▲ ***Savour those goalscoring moments since it's much harder to score here than in the first Sensible Soccer.***

Stick to short passes when playing ice as the ball becomes much more uncontrollable. ▼



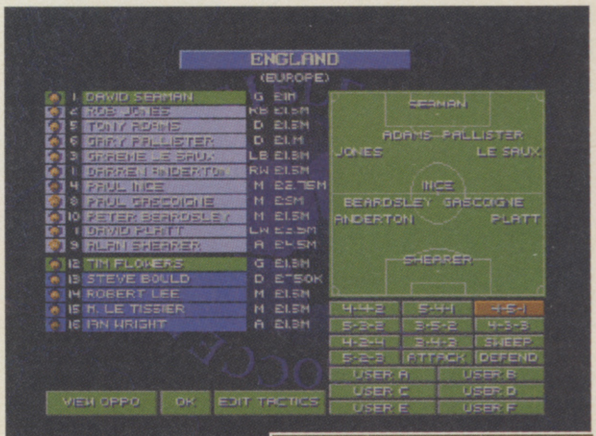
A WHEELIN' AND A DEALIN'

Use the transfer market to flog deadweight and buy players with the specific skills you require. Sadly the computer isn't as dumb as some real-life managers. Here's an example...

1. I'm managing Tottenham Hotspur and looking for an English defender with good tackling skills. Let's have a look at who's available...

2. ...Arsenal's Tony Adams is! It won't please the fans to start with, but he's the man that I want to strengthen the defence, so let's put in a bid...

3. ...Sadly I don't have the £2 million asking price, and quite understandably Arsenal isn't at all interested in a part exchange deal. Damn!

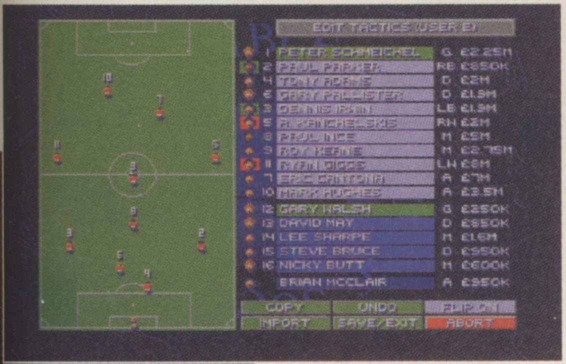


ENGLAND
(EUROPE)

1 DAVID SEAMAN G £1M
2 ROB JONES RB £1.5M
5 TONY ADAMS D £1.5M
6 GARY PALLISTER D £1.M
3 GRAEME LE SAUX LB £1.8M
7 DARREN ANDERTON RW £1.5M
4 PAUL INCE M £2.75M
8 PAUL GASCOIGNE M £5M
10 PETER BEARDSLEY M £1.5M
11 DAVID PLATT LW £2.5M
9 ALAN SHEARER A £4.5M
12 TIM FLOWERS G £1.8M
13 STEVE BOULD D £750K
14 ROBERT LEE M £1.5M
15 M. LE TISSIER M £1.5M
16 IAN WRIGHT A £1.8M

▲ Be top dog at your job and you might end up managing your country's team. Still that might not be such a step up if the team in question is England eh?

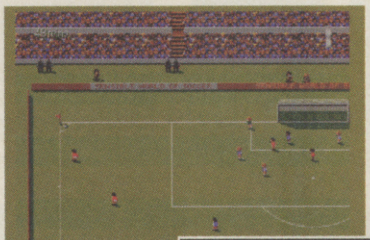
▲ A Sensible 'S' spins on the top right of the screen, Sky TV style. Thankfully it can be turned off.



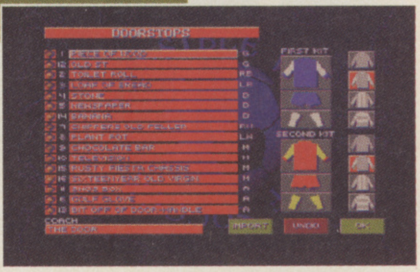
EDIT TACTICS (USER E)

1 PETER SCHMEICHEL G £2.25M
2 PAUL PARKER RB £850K
4 TONY ADAMS D £2M
6 GARY PALLISTER D £1.8M
3 DENNIS IRWIN LB £1.8M
5 A. KANCHELSKIS RW £2M
8 PAUL INCE M £5M
9 ROY KEANE M £2.75M
11 RYAN GIGGS LW £8M
7 ERIC CANTONA A £7M
10 MARK HUGHES A £3.5M
12 GARY WALSH G £250K
13 DAVID MAY D £850K
14 LEE SHARPE M £1.6M
15 STEVE BRUCE D £550K
16 NICKY BUTT M £600K
BRIAN MCCLAIR A £950K

▲ Many more tactics are now available and there's an option to customise and create up to six of your own.



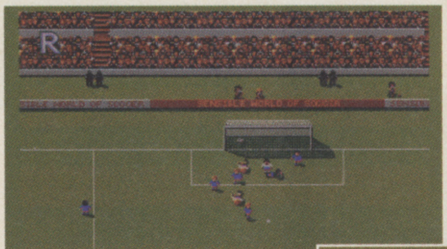
▲ The edge of the pitch is now surrounded by supporters who help brighten up the drab graphics.



DOORSTOPS

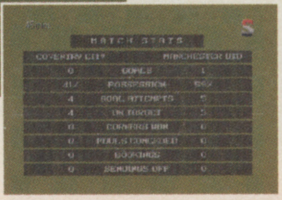
1 PIECE OF WOOD G
12 OLD ST G
2 TOILET ROLL RB
3 LOAF OF BREAD LB
4 STONE D
5 NEWSPAPER D
14 BANANA D
7 CHIPPERS OLD FELLER RW
8 PLANT POT LW
9 CHOCOLATE BAR M
10 TELEVISION M
15 RUSTY FIESTA CHASSIS M
16 SIXTEEN YEAR OLD VIRGIN M
11 SHOE BOX A
6 GOLF GLOVE A
13 BIT OFF OF DOOR HANDLE A
COACH
THE DOOR

▲ Plenty of amusing new custom teams and leagues await the Sensi enthusiast. Blimey, did we laugh.



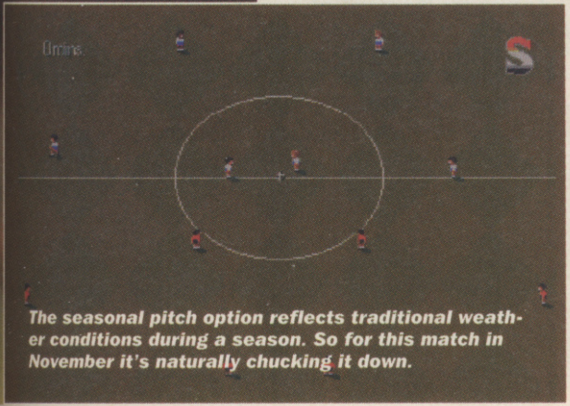
Hit R to watch the last few seconds of play. Press it again to view in slo–mo.

Check up on the match statistics at half-time and the end of the game. ▼



MATCH STATS

COVENTRY CITY		MANCHESTER UTD
0	GOALS	1
41%	POSSESSION	59%
4	GOAL ATTEMPTS	5
4	ON TARGET	3
0	CORNERS WON	0
0	FOULS CONCEDED	0
0	BOOKINGS	0
0	SENDINGS OFF	0



The seasonal pitch option reflects traditional weather conditions during a season. So for this match in November it's naturally chucking it down.

ALTERNATIVE

MEGA DRIVE

- **FIFA Soccer**
- **Electronic Arts/£44.99**

FIFA is undeniably fun but scoring a goal always seems to be more down to luck than skill. FIFA '95 is now out and includes better passing and more accurate teams.

- **ISSUE 145: 92%**

SECOND OPINION

Sensi World of Soccer proves why it's important for Commodore to get things sorted. As console owners have discovered, the Amiga has some brilliant games like Cannon Fodder and Jimmy White's Snooker. It may be a little dated but in this case that's a good thing as development time has been spent on gameplay instead of pointless audiovisual thrills. An essential buy whether you have the first or not, or even if you've not bought a footie game before.

STEVE JAMES

VERDICT

A1200

Sensible World of Soccer is not only the best football game ever but also the best game of all time. For Sensi experts the increased difficulty is a godsend and the arcade-based management elements are almost as much fun to dabble in as the game itself. If you know your football there's a great deal of satisfaction to be had from buying a low league player and elevating him to the big time before flogging him for a huge profit. OK, the graphics and sound are basic but who cares when it plays this good?

RIK SKEWS

GRAPHICS	76
SOUND	73
PLAYABILITY	96
VALUE	96

OVERALL

96

★ ALTHOUGH NO OTHER VERSIONS ARE PRESENTLY PLANNED, SENSI SOCCER WAS CONVERTED TO JUST ABOUT EVERY FORMAT, SO NO DOUBT THIS WILL BE TOO!

■ MEGA DRIVE

■ Platform ■ Infogrames
■ £39.99 ■ Out January
■ SNES and Game Boy versions available
■ No other versions planned

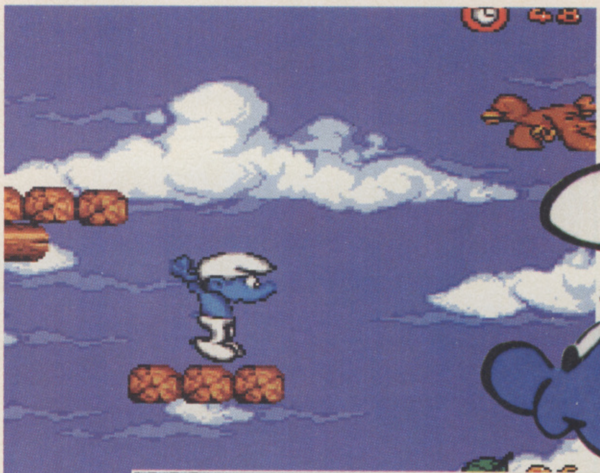
the smurfs

Pull on some tights and daub yourself in blue paint 'cos four Smurfs need to be rescued in Infogrames' platform licence...

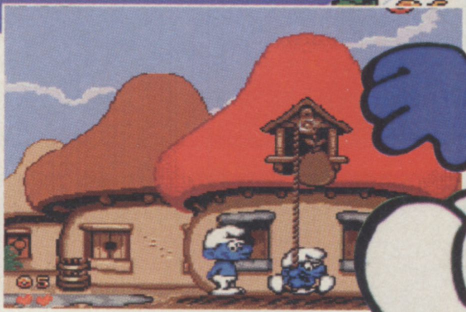
What I could never understand about life in Smurfland was how Smurfette never had a bloke, despite the fact she was the only female around. Perhaps it was because she was blue and not much of a looker, who knows? What I do know is that this is the latest smurfs conversion from French sofco Infogrames, following on from the fairly well received SNES original.

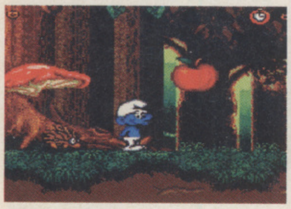
Unsurprisingly, the game takes the form of a traditional platformer where the player is cast as Hefty Smurf and must attempt to rescue four of the little blue ones who've been er... smurfnapped by the evil Gargamel. Numerous cartoon-like worlds have to be traversed and the look and feel of the game is very similar to Namco's creaky old Pacland coin-op. Breaking up the platform action are a number of Mode 7-style puzzle stages reminiscent of Konami's classic Axelay, which is quite an impressive technical achievement on the Mega Drive.

The smurfs each have their own special talents which are exploited to solve puzzles are clear hazards. It worked for Lost Vikings, but whether or not people will want a similar thing with Smurfs, is a question that will shortly be answered.

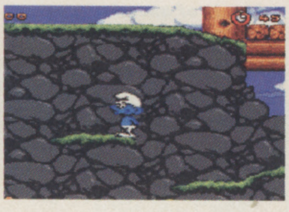


◀ Jump on the bridge in exactly the right place and it will collapse and form a raft to jump from on the water below.

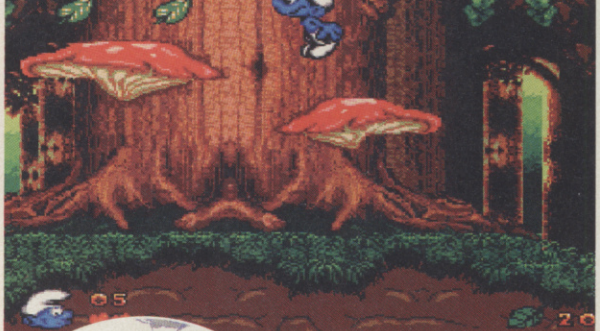




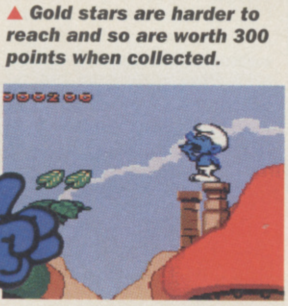
▲ The collision detection is decidedly ropey.



▲ Gold stars are harder to reach and so are worth 300 points when collected.

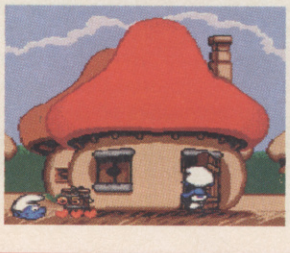


▲ Leaves are the standard points booster with each one increasing your score by 100 points.



▲ Leave Hefty Smurf alone and he'll go through a number of animations.

Much of the background scenery can be interacted with. If you go through the doors you end up on the bonus laden rooftops. ▶



ALTERNATIVE

SNES
■ **Mickey Mania**
■ **Sony/£49.99**

A brilliantly fresh platformer with some neat visual tricks and oodles of variety in the gameplay, which makes this one well worth checking out.

■ **ISSUE 156: 88%**

VERDICT

MEGA DRIVE

The Mega Drive has playe host to a number of clas sic platformers lately, lik Sonic and Knuckles Mickey Mania and Dynam ite Headdy. Sadly Th Smurfs is just another trit bog standard title. There' nothing new or original i the gameplay or audiovisu al presentation that haven't seen countless times before. Gameplay i slow, empty and pedestri an and even on the diffi cult level this won't las you more than a week. Th graphics have captured the Smurf look well bu that's no reason to shel out £40, is it?

RIK SKEWS

■ GRAPHICS	82
■ SOUND	70
■ PLAYABILITY	62
■ VALUE	56

OVERALL ■

59

● GAME BY INFOGRAMES ● CONTACT INFOGRAMES (0171–738 8199) FOR INFORMATION

GAME BOY

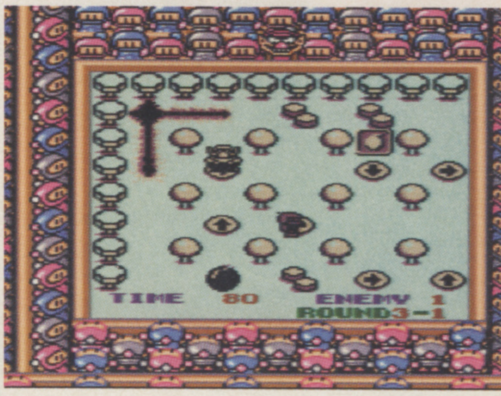
Blow-'em-up ■ Nintendo
£24.99 ■ Out February '95
No other versions available
No other versions planned

wario blast

Wario, the bovver boy of Marioland 2 fame, teams up with Bomberman with dynamite results...

Bomberman finally makes the break to the Game Boy with more blasting action than you can shake a stick of TNT at! This game apparently began life as a straight Bomberman conversion but always one to milk a character if it might earn the company a few extra bucks, Nintendo stuck in the Mario bad boy as one of the characters — it doesn't make any difference it's still just Bomberman, which is absolutely fine by us.

The aim of the game is very simple: choose to be either Wario or a Bomberman and then plant bombs to blast your way out of walled-up corners in a maze-like environment, head towards the enemy and blow him up by catching him in your line of fire before he can do it unto you. A feature of great excellence in this Game Boy version is that, by using the Super Game Boy and a multitap, you can have fast and frantic four-player action. Bombs ahoy!



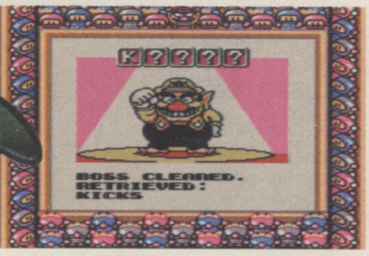
◄ *On later levels, once you've gotten your kick skill, arrowed blocks appear which, once you've kicked a bomb will bend it round corners in the direction the blocks are pointing — handy in some ways but you might end up directing one into your own ass.*

TIME 95 ENEMY 1

▲ *Think once, think twice, think don't blow yourself up with your own bomb — you insufferable moron!*

TIME 95 ENEMY 1
ROUND3-6

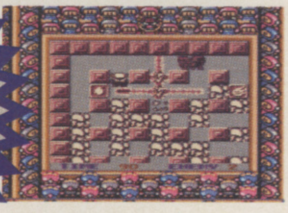
▲ *The end of level bosses are dead-tough swines — this one delights in floating in the air on balloons so you can't bomb him until he lands to puke out some fast-moving vermin.*



▲ *Once you've completed three stages and beaten a boss you're given an extra skill, such as the ability to kick the bombs or run like a mad thing.*

TIME 50 ENEMY 1

▲ *Leap into the warps which transports you to different parts of the screen to escape your foes, but watch a great big bomb ain't waiting on the other side!*



▲ *Bombs are coming at you from all directions.*

▲ *Trap yourself in a corner with a bomb and you're doomed... DOOOOOOMED d'you hear!*

WHO LEFT THIS HERE?

There are the usual pick ups which appear as the blasting hots up. Some are good, like the one which lengthens the range of your bombs, but watch out for the skull-and-crossbones icon because this can have devastating effects such as slowing you down or leaving you unable to lay bombs.

TIME 75 ENEMY 0
PAUSE ROUND3-3

ALTERNATIVE

SNES

■ **Bomberman 2**
■ **Virgin/£49.99**

An excellent update of a truly classic game, with some excellent multi screen stages and coloured bombs and a great 10 stage multiplayer mode.

■ **ISSUE 156: 90%**

VERDICT

GAME BOY

Bomberman is one of the best game concepts I've ever seen, combining non-stop action with brain-boggling addictiveness, and this version is wicked! The graphics and sound are fab and the speed, responsiveness and difficulty setting are pitched just right, so that frustration never even starts to creep in. The programmers have done a fine job of packing so many features on to a Game Boy cart, but what really makes it is the four-player game using the Super Game Boy and a Multi-Tap — it adds a new dimension to an already brilliant game.

LUCY HICKMAN

■ GRAPHICS	89
■ SOUND	88
■ PLAYABILITY	94
■ VALUE	91

OVERALL ■

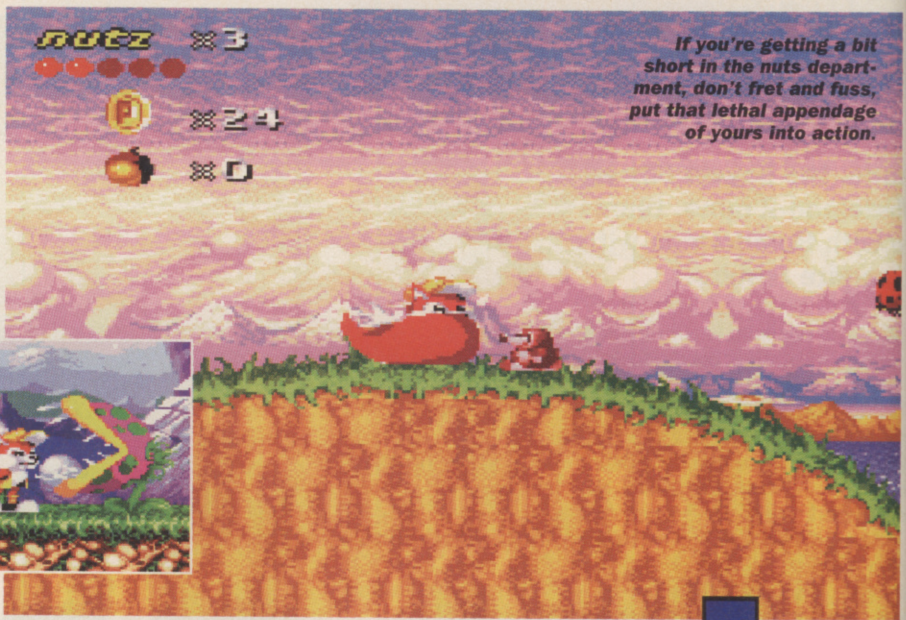
93

● GAME BY NINTENDO ● CONTACT NINTENDO (01329 822565) FOR INFORMATION

■ Platform ■ Ocean
■ £39.99 ■ Out Now
■ SNES and Game Boy versions also available
■ No other versions planned

mr nutz

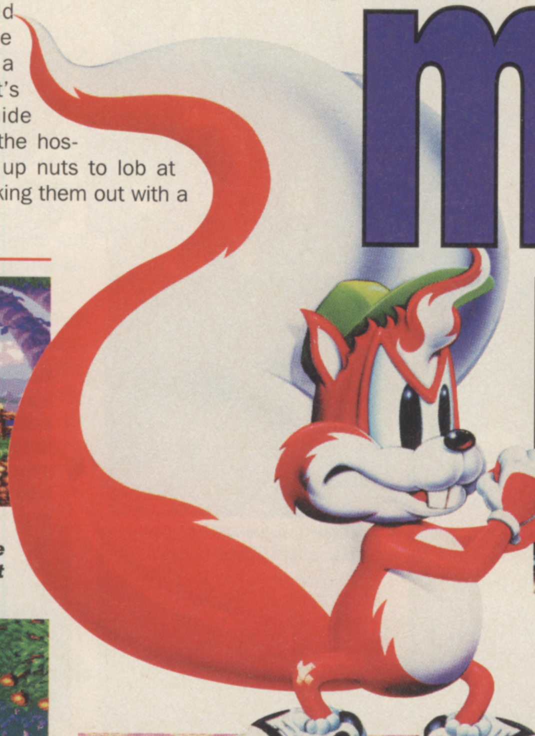
Bright eyed and bushy tailed, Mr Nutz bounds on to the Mega Drive ready for some action...

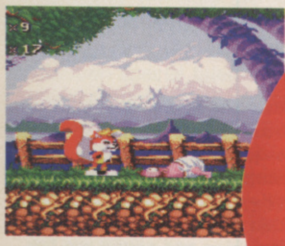


If you're getting a bit short in the nuts department, don't fret and fuss, put that lethal appendage of yours into action.

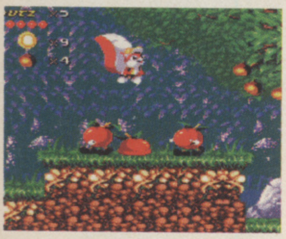
Poor Mr Nutz is having a bad winter — those nasty grey squirrels have sneaked into his secret stash of hibernation goodies and pinched the lot! So hungry is our cute, fluffy, little rodent that he's started to hallucinate — nightmare images of him bouncing around a computer game keep flashing before his eyes where humungous spiders, killer tomatoes and murderous fairies run riot — all aiming to duff him up. The worst part of the nightmare is, to keep these fiends from hell at bay, Mr Nutz has to lob ripe, juicy nuts at them instead of stuffing them down his face which he'd much prefer.

Mr Nutz on Mega Drive was apparently finished off ages ago but it's been held back 'til now because Ocean didn't have a Sega licence — now it's over to you as you guide our furry friend across the hostile landscape, picking up nuts to lob at incoming enemies or taking them out with a nifty swish of the tail.

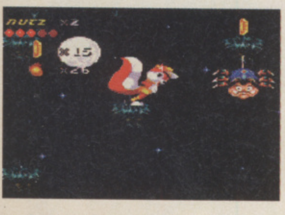




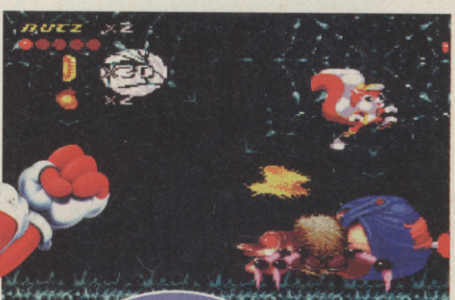
▲ *Duff up a hedgehog with yer nuts and observe his acute embarrassment as all his clothes fall off.*



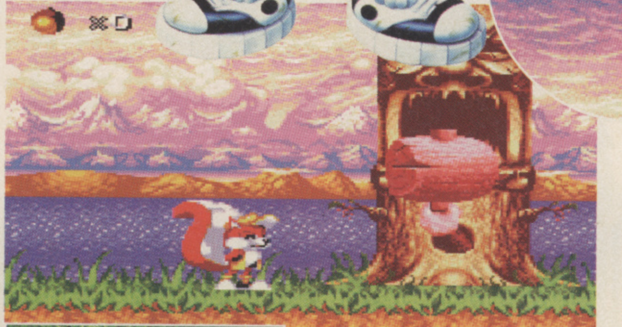
▲ *Oh God no, not the killer tomatoes! Somebody help me pleeeease before I get mushed to death!*



▲ *Incy, wincy, spider hanging by a thread, along comes a squirrel and batters in his head...*



▲ *Mr Spider — bossman extra-ordinnaire looks a bit of a mean mutha but he's actually a bit of a wussie. Jump up and down on his head a few times and Bob's yer uncle.*



▲ *Keep those wits about you — you wouldn't like Mr Nutz to have his brains pulverised with a hammer before being left to die in a pool of his own blood now would you?*

VERDICT

MEGA DRIVE

Software giant Ocean finally gets a Sega licence and puts out this as its first release — why? This is a relatively old game, and it shows. Nice sprites and pretty backgrounds it may have, but that doesn't make up for the dull platform fare which looks and feels old hat. Don't expect any surprises and it's about as original as a Baywatch plot. It's just another average Mega Drive platformer to add to the heavily over-loaded average Mega Drive platformer bandwagon — not bad, but very soon tedious and not really worth a look.

LUCY HICKMAN

■ GRAPHICS	75
■ SOUND	65
■ PLAYABILITY	63
■ VALUE	61

OVERALL ■

64

ALTERNATIVE

SNES

■ Donkey Kong Country
■ Nintendo/£59.99

More advanced on the graphics front and although the gameplay is nothing ground-breaking, there's more than enough in there to keep you occupied for ages.

■ ISSUE 157: 90%

● GAME BY OCEAN ● CONTACT OCEAN (0161-832 6633) FOR INFORMATION

GAME GEAR

Platform ■ Sega
£29.99 ■ Out February
No other versions available
No other versions planned

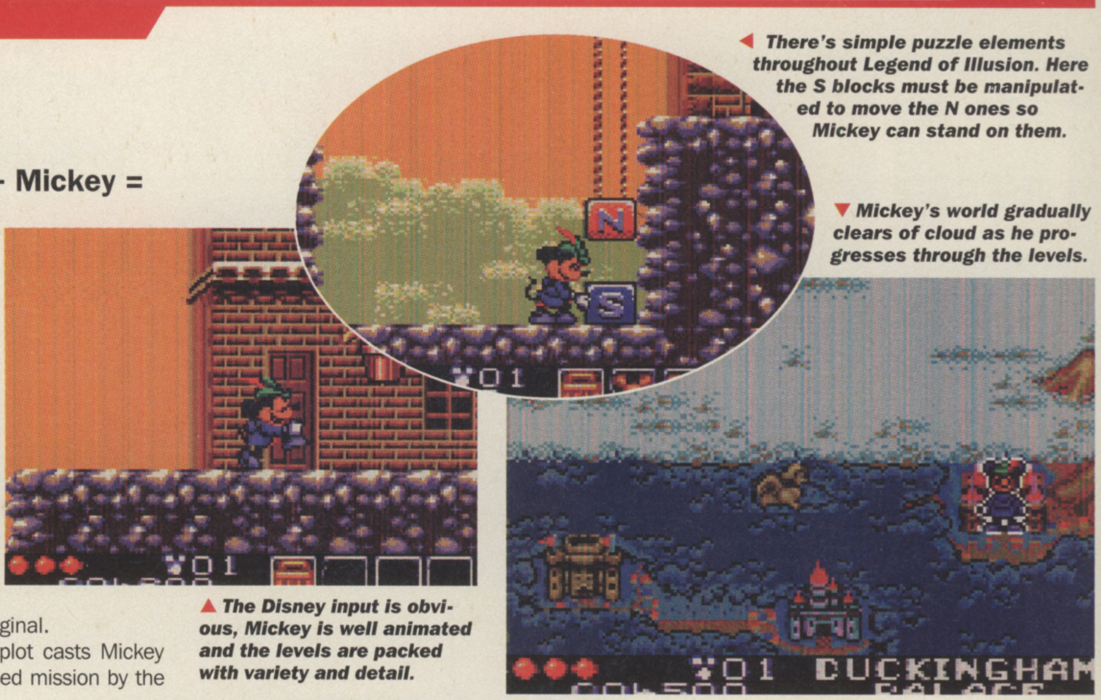
Do you always find that Sega + Mickey = lots of games sold, discuss…

Mickey Mouse has the sort of reputation that dear old Cliff Richard would be envious of. Not only is he something of a goody goody but just about everything he appears in turns out to be quality stuff, plus he's really old but still looks young (well one out of three ain't bad). Sega realised the pulling power of Mickey long ago and he's since starred in a host of quality titles, most notably Castle of Illusion. That title's knocking on somewhat though, but here comes a sequel of sorts, except Legend of Illusion is only on Game Gear for the time being rather than the Mega Drive, like the original.

Created in conjunction with Disney the plot casts Mickey as a lowly laundry boy sent on a platform-based mission by the too-scared-to-do-it-himself King Pete. Mickey's aim is to find the water of life which will clear the land of the evil shadow hanging over it. On the way Mickey discovers his chums King Donald and King Goofy have been imprisoned and must be rescued too. Not only that but an advisor to King Pete tells him that whoever finds the water of life will be crowned the true king. Being the selfish type King Pete decides he must stop Mickey. With these odds stacked against him can Mickey possibly succeed, but more to the point would he want to?

legend of illusion

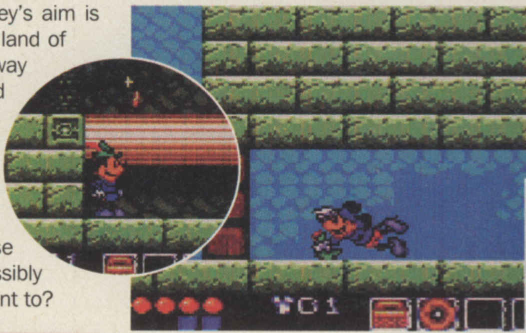
starring *mickey mouse*



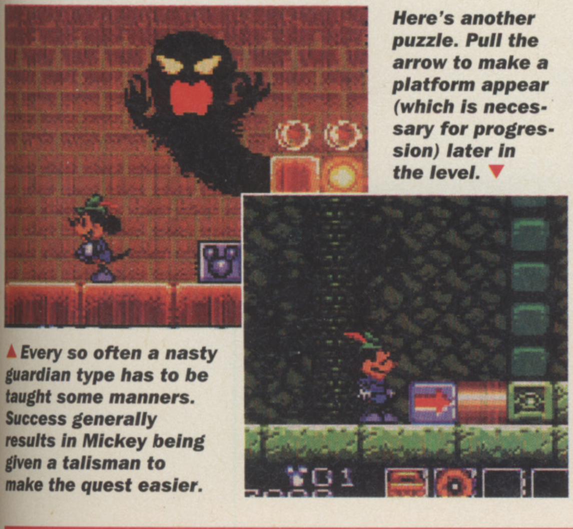
◄ *There's simple puzzle elements throughout Legend of Illusion. Here the S blocks must be manipulated to move the N ones so Mickey can stand on them.*

▼ *Mickey's world gradually clears of cloud as he progresses through the levels.*

▲ *The Disney input is obvious, Mickey is well animated and the levels are packed with variety and detail.*



◄ *Mickey can't hold his breath forever so keep an eye on the blue squares on bottom left.*



Here's another puzzle. Pull the arrow to make a platform appear (which is necessary for progression) later in the level. ▼

▲ *Every so often a nasty guardian type has to be taught some manners. Success generally results in Mickey being given a talisman to make the quest easier.*

The variety in gameplay is excellent, unfortunately it's just too easy.

VERDICT

GAME GEAR

A lot of Game Gear software has been cack this year but Legend of Illusion is rather good. Graphically it captures the Disney charm and the gameplay is a mix of standard platform run-and-splat action and more puzzle-based elements where Mickey has to manipulate background objects in order to progress. It's not just run and jump though, Mickey gets a chance to swim, climb etc. Sadly the variety of Legend of Illusion is let down by the game being far too easy – there's little pleasure in returning to completed levels.

RIK SKEWS

■ GRAPHICS	81
■ SOUND	78
■ PLAYABILITY	78
■ VALUE	74

OVERALL ■

75

ALTERNATIVE

SNES
■ **Mickey Mania**
■ **Sony/£59.99**

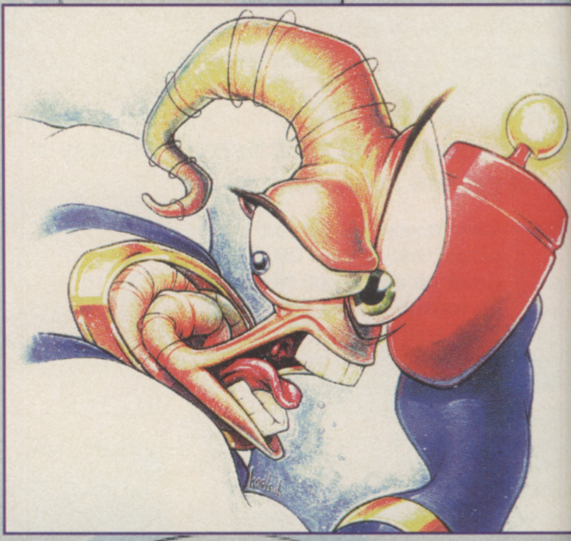
Technically and playability wise this is up there with the best platformers released in '94 thanks to oodles of variety and spot on control.

■ **ISSUE 156: 88%**

● DEVELOPED BY SEGA/DISNEY ● CONTACT SEGA (0171–373 3000) FOR INFORMATION

HELP!

As Elvis once sang 'If you've got a problem, don't care what it is... er, I can help'. Anyway, that's irrelevant, because we do care what it is. We're not all that bright, so we're only going to field queries regarding games and hardware. If you've got one, try writing to HELP! CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. We regret to announce that we can't reply personally (unless you're in Baywatch).



▲ One of our fave games of '94 has to be Gentleman Jim her
He's the worm you should get out for the birds, apparently.

JAG SUPPLY

HELP,
I have recently upgraded to a Jaguar, which I think is an absolutely brilliant machine. But why is it that there are not many stockists of the Jaguar? I also have some questions to ask you.
Simon Illegible, No address.

1 What do you think of Kasumi Ninja on the Jaguar? It looks absolutely brilliant.
CVG: Read the review (page 77) in this very issue for our thoughts and comments.

2 I have heard there is a cheat for Cybermorph.
CVG: There may indeed be a cheat for Cybermorph, yes. We certainly have to concede that point.

3 Any chance of anyone making a Jaguar magazine? It would come in handy for people like me.
CVG: None at all right now. But hey – you never can tell in this day and age.

4 Can you print some more info on the Jaguar please. There are quite a few people that are very interested in this new console.
CVG: Could you be a little more specific? What kind of information exactly? We review all the Jag games we get and that's about all there is to write about.

The Jag has had a quiet month on the release front this month. ▶

BEST GAMES

DEAR CVG,
I'm getting a Mega Drive soon so could you please, please answer my questions?
Thanks very much for all your help,
Barry Williams, Eire

1 I remember hearing about a Mega Drive racing yolk. When will this contraption see the light of day and how much is it going to cost?
CVG: Don't hold your breath waiting for a UK release as it looks unlikely to be officially released over here ever.

2 What's the best Mega Drive platform game, apart from Dynamite Headdy and Sonic & Knuckles?
CVG: Earthworm Jim (In Rad's opinion - Ed.).

3 Will Mega Drive games soon be phased out after the release of the Saturn?
CVG: No, because there are still millions of Mega Drive owners across the world perfectly willing to part with money for new games. Where there's brass there's games you know.

4 Is the Quickjoy foot pedal still available to buy in shops
CVG: No, but you're not exactly missing much.

5 What's the best shoot-'em-up on the Mega Drive?
CVG: Gunstar Heroes is probably the best, but it has a hefty platform element too. Otherwise you can't go wrong with Jungle Strike, Red Zone or the rather elderly (but still brilliant) Biohazard Battle. If you can find it.

6 Is Mega Bomberman worth getting if you're going to be playing it on your own most o the time?
CVG: There are better one-player games around, but it' certainly not bad solo.

PS Am I the only person on Earth that doesn't hate the Jaguar joypad?
CVG: Yes. Why, did you design it or something?

DAZED AND CONFUSED

DEAR HELP!
I'm writing to you about the speed games technology seems to be changing these days. I'm thinking of moving into the new world of consoles, but there's that many brilliant new machines coming out at the moment that my head feels like it's going to explode just thinking about it and I just don't know what to buy. The Super Nintendo hasn't been out that long (only about three years) and now Nintendo is bringing out the Ultra 64, which I must admit looks some kind of wicked. Also there's the Sega Saturn, 3DO, CD32, Sony PlayStation, Jaguar and Philips' CDi player (I think that's all of them). Also I've heard news about a 64 bit CD-i coming out. Before you know it Sega will be announcing some new 64 bit Mars and Nintendo will be telling you about their new Ultra Super Doopa 128.

Now I know you might think I'm some old grandad, but I'm not and I'm sure there's a lot of people out there who feel a bit confused too. Also, out of all the new machines which one do you think I should go for?

My favourite games at the moment are Mortal Kombat, Street Fighter 2, Virtua Fighter and Ridge Racer (that doesn't make the question very easy does it?)

Please print this letter because there are a lot of people out there who must be warned about technology.
Martin Collyer, Redditch, Worcs

CVG: Interestingly enough, the theory of technophobia has been with us for a couple of decades, and suggests that eventually technology will evolve too rapidly for the average person to understand. This will, supposedly, lead to a revival of neo-Ludditism and paranoia. Or, alternatively, it might just mean you end up buying a Sinclair Spectrum 128 instead of a Nintendo Ultra Super Doopa 128. Anyway, if you're not sure which console to buy – DON'T BUY ONE YET. Keep reading the mag, check out the reviews and only when you've seen a sufficient number of games you like on any of the machines should you make a measured purchasing decision. They're awfully expensive, you know.

SATURN CARTS

DEAR SIRS,
I am thinking of purchasing a Sega Saturn and on page nine in issue 157 of your mag noticed what looks like a cartridge facility on Sega's new console. If this is the case will it be a 16 or 32-bit; and if 32 bit will it run 32X games such as Doom?
Paul Owen, Port Talbot

CVG: There is indeed a cartridge port and, like the rest of the machine, it's 32 bit. You see, the processor is 32-bit, it's got nothing to do with the cartridge port or the CD drive. Anyway, it isn't, sadly, compatible with 32X games on sale over here, and never will be since the 32X isn't out in Japan. As for whether US and UK Saturns will be backwardly compatible with the 32X we shall have to wait and see (but we very much doubt it).

MEGA DRIVE 32
SEGA
SEGA
MEGA DRIVE II
16-BIT

▲ *Those of you who're thinking that 32X games are going to be compatible with Sega's Saturn, forget it.*

BEST ON THE SNES

TO HELP!
1 What game do you prefer out of the SNES versions of: Earthworm Jim, Donkey Kong Country, MK2 and Kick Off 3?
CVG: Personally, I'd put them in the order of Mortal Kombat 2, Earthworm Jim, Donkey Kong Country, Kick Off 3. However, some people would disagree about the order of the middle two – Rad.
2 When will the SNES 32-bit add-on be released? and what will be the estimated price?
CVG: Don't wait up.
3 Is the Super Game Boy worth buying?
CVG: Only if you've already got an extensive Game Boy collection and you use lots of expensive batteries.
4 What d'you think is the best platform game on the SNES?
CVG: It's still Mario World, which is saying something I suppose, but Donkey Kong is well worth a purchase.
Cheers.
Arli, Surrey

SEGA
SEGA SATURN

▲ ***If you've a question on any of the new machines then send them in and we'll put you right.***

NEW CONSOLE DATES

DEAR CVG,
I hope you'll answer my questions about the next generation consoles and their games as I am currently deciding which of the three new machines to buy.
Ian N Cottam, Doncaster, S Yorks.
1 Have you got any UK release dates for the Sony PlayStation, the Sega Saturn and Nintendo's Ultra 64?
CVG: Saturn and PlayStation will most probably be released next autumn, although there are no firm dates as yet. Ultra 64 is unlikely to see the light of day in Japan until then (or after), so an official UK release is a long way off.
2 Which, in your opinion, is the best, Cruis'n USA, Daytona or Ridge Racer?
CVG: Daytona is definitely the most fun in the arcades.
3 How much will the PlayStation, the Saturn and the Ultra 64 cost when they're released officially in the UK?
CVG: No idea, to be honest, although we'd expect prices of around £350-400 for Saturn and PlayStation.
4 Have you any idea what games will be bundled with the three new machines?
CVG: Well, the relevant companies have nearly a year to decide, so we're not sure. Import machines are bundled with whatever games the importer has been able to get hold of.
5 Which, in your opinion, is shaping up to be the best – the PlayStation, the Saturn or the Ultra 64?
CVG: Hey – why don't you read our amazing Next Generation (which starts on page 16) feature this very issue and make up your own mind? It's always much more fun.
6 Will Namco release Ridge Racer 2 on the PlayStation? If so, will it be better than Daytona, Gale Racer and Cruis'n USA?
CVG: Let's hope they do release it, but we can't tell what kind of a job it would make of the conversion. Or what Ultra 64 Cruis'n USA will be like either. But they can't be much worse than Gale Racer which is a dog.

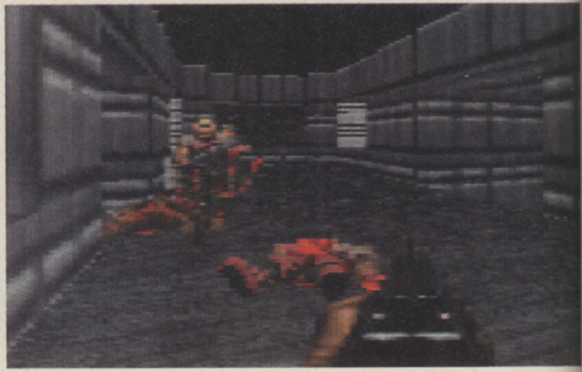
CHEAT MODE

The new year is upon us, and no doubt you've already broken all of your resolutions, and promised your parents, girlfriend et al that you're going to spend less time playing games and hopefully they'll stop their nagging. Well, here's how to spend less time on your games as we help you complete them that bit quicker courtesy of our handy hints and tips section...

JAGUAR

DOOM

Mr Karl Anderson of Lowestoft, Suffolk has kindly thought to send us a list of in-demand cheats for this fantastic title. To warp to any level between one and nine, simply press and hold the corresponding number on the joypad and then Pause. If you fancy a level beyond this realm, press and hold A then Pause for level 10, or B then Pause for level 20. If this isn't good enough, hold # then press Pause twice for all keys, full ammo, 200% armour rating and all weapons. If you still can't get anywhere then you must be utterly crap.



MEGA-CD

SNATCHER

Blimey, a decent Mega-CD games that isn't by Core Design, can't remember the last time we saw one of these. Anyway for a number of interesting events far too numerous to go into here, try entering the following names into the Jordan Computer Systems at Junker Headquarters: MICHAEL, KIMBERLY, KIRITA, KOJIMA, SASAKI, TOGO, JEREMY, SAITOU, INAMARU, ADACHI, KUSHIBUCHI and NOSE.

Even better here's a list of incredibly useful numbers for use on the Metal Gear MK2 Videophone, including Isabella's. For maximum effect dial these numbers several times.

Sasaki: 79–6641
Jeremy: 41–6766
Togo: 44–6454
Inamura: 44–3723
Kushibuchi: 33–3333
Isabella: 39–6004
Cupid Love Line: 39–0910

MEGA DRIVE

PROBOTECTOR

Paul Bergen of Saltley, Birmingham sent us a rather cocky letter about him being hard, the upshot of which was this pretty topper secret level for Probotector on the Mega Drive. On the third level, after you defeat the half-way boss made of junk go past the security gun pods until you reach the two security gates before you get to the hacker. Don't shoot the gates, but instead jump on to the wall above the first one. Walk up and you should see a ledge with a man perched atop. He'll ask you if you'd like to earn some money. Say yes and you'll find yourself in an arena fighting a string of bosses which would be more at home in Dynamite Headdy, which sounds like jolly good fun.

SNES

POWER RANGERS

OK, I'm sure there are some Power Ranger sad gits out there who've bought this game and who subsequently want the following tipette.
0411
1007
1212

SNES

SPARKSTER

It's amazing how much better this is on the SNES, compared to the Mega Drive version. To see all the levels with out the hassle of playing them press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A on the title screen.

MEGA DRIVE

SHINING FORCE 2

This game is concrete proof that the dear old Mega Drive is just as capable of handling a decent RPG as the SNES. The journey is long and tough though, so to make life a little easier here's a neat cheat from Mr Boutros to access a secret cheat configuration screen. At the Sega (SEGA!) logo, press UP, DOWN, UP, DOWN, LEFT, RIGHT, LEFT, RIGHT, UP, RIGHT, DOWN, LEFT, B, START.

MEGA DRIVE 32X

DOOM

Huzzah, it's the great cheat for the greatest game yet on Sega's new mushroom thing. To be come invincible PAUSE the game and press X, Z, MODE and UP all at the same time. And for infinite ammo PAUSE again but press UP, A, C and MODE. I knew that Mode button would come in handy sooner or later.

■ MEGA DRIVE

ECCO 2

Ah, Ecco is a sweet old thing isn't he, and might even make me switch to dolphin-friendly tuna. Still, while he's cute and soft, the game he's starring in is as hard as nails so this cheat should make things a little easier. When playing the game PAUSE it when Ecco is turning and press A, B, C, B, C, A, C, A, B for a programmer's debug mode which allows you to alter just about every parameter in the game.

■ MEGA DRIVE

EARTHWORM JIM

As all students know, worms are a great source of protein and judging by Virgin's effort capable of being turned into an excellent computer games character. Anyway, if you're looking for unlimited ammo for Jim then PAUSE when in a game and press A, B, B, B, C, A, C, C.

■ AMIGA

CANNON FODDER

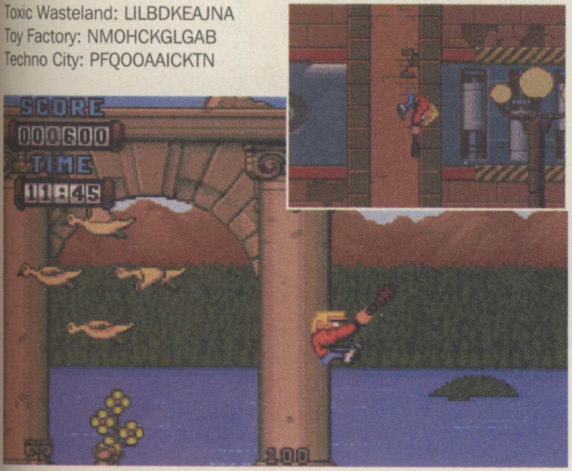
A few readers have rung in of late asking where the massive hidden stash of bazookas are, so being the good wholesome people we are here it is once again. On MISSION 8, PHASE 3, head for the bottom right corner of the map and search for a small bush right in the corner. Run over it and the 50 hidden bazookas will be yours my friend

■ AMIGA

KID CHAOS

Here's the level codes to one of the finest Amiga platform games this year. Gratitude goes out to Spencer Leak of Ealing, London for faxing them in.

Toxic Wasteland: LILBDKEAJNA
Toy Factory: NMOHCKGLGAB
Techno City: PFQOOAAICKTN



■ GAME BOY

KANG
99
SCORPION

MORTAL KOMBAT II

Here's a fantastic cheat which allows you to play as the plump Goro. Once you've beaten all the characters hold UP, LEFT, SELECT and A. Now enter your initials in the high score table and the next time you play the game you'll be Goro. Huzzah!

■ AMIGA

JAMES POND 3 A1200

The best version of this class platformer is to be found on the A1200 and thanks to D Buxter of Nottingham you can quickly skip through the levels and see how great it is if you're not the patient type. From anywhere in the game simply type 'NIGHTMARE', then pressing F10 will bring up a cheat menu with numerous options.

■ SNES

THE LION KING

Never mind whether you can feel the love tonight, more to the point can you finish this game tonight? Maybe if you use this handy cheat for a debug mode. On the OPTIONS screen press B, A, R, R, Y and a menu with all the useful cheat options will appear.

■ SNES

YOGI BEAR

Here's how you go about skipping through the levels, thanks to this cool cheat from Danny B Boy again. On the title screen press UP, RIGHT, DOWN, LEFT, Y, B, UP, RIGHT, DOWN, LEFT, B, Y, UP, RIGHT, DOWN, LEFT, START.

■ PC CD-ROM

RISE OF THE ROBOTS

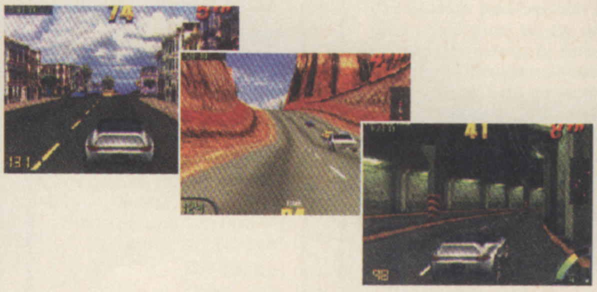
Ron Graham of Cinderhill, Notts, has brought two (count 'em) ace cheats for this game to our attention. The first allows you to select The Supervisor when training or playing in two-player mode. On the menu screen move your joystick from Left to Right a couple of times, but not too fast. The screen should flash, which indicates that the cheat has been activated.

The second cheat is activated with the same technique, but this time moving the joystick and hitting the keys rapidly. Actually, it's not much of a cheat, since it merely initiates a two-player match with Military droids, but it's better than nothing. Cheers anyway, Ron.

■ ARCADE

CRUIS'N USA

Let's hope all Ultra 64 games will have the playability of this Eugene Jarvis arcade masterpiece. And here's a cheat from Danny 'misspent youth' Boutros which is almost as cool. Press and hold down VIEW 2 when selecting cars to bring up a secret cars menu which includes a school bus complete with crap handling!



■ GAME GEAR

SHINING FORCE 2

All credit to Sega for managing to cram this neat but bulging RPG into such a small place, but it's arguably as good as its 16 bit cousin. For a handy cheat on the character-naming screen highlight END and press 2 and START at the same time. Thank you.

THE HELP! LINE

We live in the caring, sharing nineties, so hey! If you've mapped out a level, found a secret part of a game, or you've just got a common garden hint or tip (and that doesn't mean we want advice on planting sprouts, OK), then send it in... And if it's any cop we'll print it! Address your correspondence to:

CVG TIPS, Priory Court,
30-32 Farringdon Lane,
London EC1R 3AU.

supershorts

These are the games we didn't have room to review. Except here, of course, where they are given the treatment known as supershorts...

super nes

DEMON'S CREST

Super Ghouls 'n' Ghosts 2 this ain't. in fact this is a mix of platform tomfoolery and RPGing, and It's a piece of cake to complete the game on your first go, with only the bosses posing any sort of a threat. It's not even interesting enough to return to once you've beaten it. Avoid heartily.

£Unconfirmed

mega drive

DAFFY DUCK IN HOLLYWOOD

If there's one thing there's a lot of on the Mega Drive it's platform games. Here's another one with Daffy running round various movie-themed levels until you catch up with some evil henchman. It's not as good as any of the others, even the crap ones. That's all you need to know.

£44.99

pc

DREAMWEB

Wahey! It's an 'adult' adventure. Plenty of the ole nudge, nudge, wink, wink etc. Well, pervs out there shouldn't get too excited because the graphics for Dreamweb are utterly crap. The plot's pretty good though, and as a whole it should appeal to most players.

£Unconfirmed

pc

ACES OF THE DEEP

The subject matter (submarine simulation) means that by definition this is going to be slow and limited. It is, but it's also quite tense (which is something for a simulation these days) as you take charge of a German U-Boat trying to sink Allied merchant ships. One for genre fans only.

£44.99

pc

ALL NEW WORLD OF LEMMINGS

No it's not, it's all the old same lemmings faffing around as it always was. The concept was great and quite revolutionary four years ago, but it's starting to look dated now. Still, if you're that into Lemmings you'll probably buy this anyway. Go ahead. We just don't care anymore.

£39.99

mega drive

BONKERS

Sega has designed Bonkers for younger players and is no doubt going to be marketed as such, but that's still no excuse for the four limited and simplistic games that are on offer here. Most kids should be capable of handling Sonic at least – it certainly has a lot more mileage in it than this.

£34.99

super nes

BLACKHAWK

While the control method – à la Flashback – takes quite a bit of getting used to, once you've settled down this is a superb explorative shoot-'em-up with some amospheric graphics and great sound. Don't be put off by the high difficulty setting or the sedate pace and check this out.

£44.99

pc

WARCRAFT

Unoriginal but ultimately challenging strategy-stroke-God game. You take control of two races who are at war with one another. It's slow to get started and it's perfectly likely that you'll already have one or more games of this type (ie Populous), but Warcraft is certainly worth checking out.

£39.99

mega drive

POWER RANGERS

Morphtastic cash-in potential! Power Rangers follows the TV series very closely insofar as it's absolutely terrible. Only a complete moron would pay money for this cack-handed and unplayable beat-'em-up, made worse by the fact that the game only utilises two of the joypad's firebuttons.

£39.99

super nes

ARDY LIGHTFOOT

Ardy Lightfoot is the lowest common denominator of the platform genre. In this game you will find plenty of bright bouncy backgrounds, bright bouncy characters and themed levels. Nowt, in fact, that you haven't seen or done better before. Very boring in the extreme.

£44.99

ms

DAFFY DUCK IN HOLLYWOOD

Whilst Daffy features few new ideas or novel concepts, this master System version is far more playable than its Mega Drive counterpart and has less competition on the games shelves. You might find yourself getting a wee bit bored by the end, but this is actually quite good fun.

£Unconfirmed

super nes

LIBBLE RABBLE

A deceptively simple puzzle game (and incredibly lame graphics and sound also) concerning two gnomes and their magic tape. OK, it looks absolutely hideous, but it more than makes up for everything by being incredibly playable. Definitely worth a look for its gameplay element.

£Unconfirmed

ms

LION KING

Strangely, the Master System has had quite a good run of things since Sega dropped it in Japan. The Lion King is another solid quality platform title which gets the edge over Daffy Duck for this month's best purchase accolade for the Master System, and is far better value than the Mega Drive game.

£32.99

super nes

NOSFERATU

Billed as Prince of Persia with a beat-'em-up element, this is in fact an unresponsive and uninteresting crock. Not big enough, too predictable and unoriginal, Nosferatu is a case of style over substance; the control method is painful and the levels are all standard fare I'm afraid.

£Unconfirmed

pc

NOCTROPOLIS

Despite a rather weird control system which takes some getting used to, this is a highly atmospheric adventure in the Gabriel Knight mould. Some might say it's a bit easy, but this is more than made up for by the involving gameplay and the horrifying graphics. Pretty ace.

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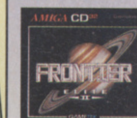
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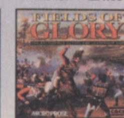
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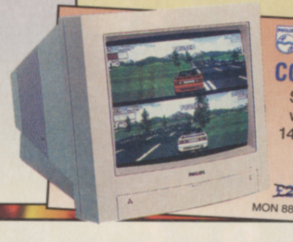

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■ DONKEY KONG COUNTRY

■ **SNES**
■ **issue 157**
■ **90%**

Serious aping japes ahoy with Nintendo's 32 meg whopper of graphical beauty combined with excellent platformesque gameplay, resulting in a game which revitalises 16-bit gaming, and which no SNES owner should really be without.

carts

■ MICHRO MACHINES 2

■ **MEGA DRIVE**
■ **issue 156**
■ **94%**

This sequel to Codemasters' wacky racer may be small on cars but it's big on gameplay with nail-biting speed, imaginative new tracks and the added bonus of the four-player mode via a J-Cart thrown in for good measure. Addictive stuff and a sure-fire winner.

pc

■ MAGIC CARPET

■ **PC CD-ROM**
■ **issue 157**
■ **96%**

Leading the field in the race for PC game of the year is Magic Carpet: an out-of-this-world arcade blast which, with incredible detail, exceptional looks and fast an' frantic gameplay, is an absolute 'must buy' – especially for Pentium owners.

carts

■ HEBEREKI'S POPOON

■ **SNES**
■ **issue 157**
■ **91%**

It may well be a bit of a Tetris clone incorporating the cutesy beans from Mean Bean Machine, but the two-player mode of Hebereki's Popoon makes for some nail-biting competitiveness and a real test of your skill, reflexes and forward thinking.

pc

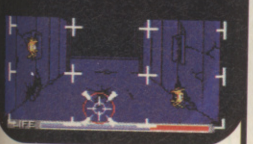
■ ECSTATICA

■ **PC CD-ROM**
■ **issue 157**
■ **90%**

Set in the year 928, Ecstatica is a prehistoric adventure game with some of the best graphics you're likely to see. It's similar in gameplay style to Alone in the Dark only with fantastic creatures such as minotaurs to pitch your wits against.

cd

■ SNATCHER



■ **MEGA-CD**
■ **issue 158**
■ **90%**

An unpredictable plot and a good helping of humour combine to produce a stirring RPG which, although has only average graphics and is a disappointing in the shooting department, is nevertheless a well put together package and worth a look.

carts

■ WOLVERINE

■ **MEGA DRIVE**
■ **issue158**
■ **89%**

Marvel's superhero's cool characteristics together with a hot collection of weapons and armoury have been marvelously brought to life in this puzzle-packed platformer which, although lacking in originality is nevertheless heaps of fun.

amiga

■ MORTAL KOMBAT 2

■ **A1200**
■ **issue 158**
■ **96%**

Beat-'em-ups don't often work on Amiga but MKII is a *big* exception. The programmers have cleverly packed the full complement of special moves despite the lack of fire buttons. Undoubtedly the best Amiga beat-'em-up ever and a must buy!

carts

■ DOOM

■ **JAGUAR**
■ **issue 158**
■ **95%**

This year's top blaster makes it to Jag and what a corker! All the weapons and slaughter of the original plus some new levels for good measure. If a first-person, atmospheric blaster is your bag buy this and even if it isn't buy it anyway 'cos it's mega!

amiga

■ PREMIER MANAGER 3

■ **AMIGA**
■ **issue158**
■ **85%**

A bit too close to its prequel for comfort, this footy management sim is nonetheless still a good crack for its ease of use and speed of play. There's plenty of features and if you don't own one of the others in the series this is worth a look.

pc

■ TRANSPORT TYCOON

■ **PC**
■ **issue 158**
■ **90%**

Build your very transport business empire then haul around goods, passengers and the like to keep it going in this clever isometric 3D sim. It's quite fabulously detailed, ace on the graphics front and damn good fun to boot. Smart!

arcade

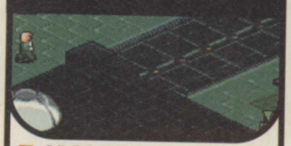
■ VIRTUA FIGHTER 2

■ **ARCADE**
■ **issue 158**
■ **93%**

The original Virtua Fighter was a revolutionary beat-'em-up but this sequel is even more groundbreaking. The 3D polygon graphics are incredible and the game is packed with tremendous animation and lightning-fast special moves and combos.

carts

■ SYNDICATE



■ **JAGUAR**
■ **issue 158**
■ **91%**

Pick up those weapons and leap into the strategy world of Syndicate. Graphically it's as good as the PC version, and it's packed with new and more inventive ways to waste innocent bystanders (and the odd bad guy). One of the best Jag games around.

cd

■ THE NEED FOR SPEED

Porsche 911

■ **3DO**
■ **issue 158**
■ **93%**

No cheap gimmicks just a straightforward driving sim – and what a goodie it is! Eight high-powered cars to choose from, and due to the realistic feel of the graphics and animation, it's the next best thing to having a real driving licence.

carts

■ CANNON FODDER

■ **SNES**
■ **issue 158**
■ **90%**

Fast-moving war games with a comedy twist — this is a classic shoot-'em-up which has lost none of its addictivity or charm in its transition from Amiga. Loadsa running about, shooting and a need for brain power make this a classic.

win the best ever footy game compo

Some claim to fame, eh? But we have seen more football games than anyone else and Konami's International Superstar Soccer is the most brilliant ever game of its kind.
Guess what? There's one copy of the game on SNES to be won for each of five lucky winners, plus the overall winner will also get a football strip of their choice.

And your question is...

How long has Gary Lineker been in Japan?

Answers on an old unwanted Christmas card or a stuck-down envelope to: "I'm a star, I'm a superstaaar" compo, Computer and Video Games, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU by March 15th. Please state your chosen team kit and let us know whether you're wafer thin, ordinary-sized or rotund.

Not open to employees of EMAP Images or Konami. No correspondence will be entered into, no cash alternative will be offered, the Editor's decision is final.

BIG EDS

The editors of Britain's top computer and console magazines tell us what games have molested their fancy this month...

Andy McVitie, Editor
Nintendo Magazine System

This month's fave game is Unirally, which is brilliant! It's the first game in ages to have given me good old Nintendo thumb from constant bashing on the joypad. Something else that's been keeping me busy is NBA Jam Tournament Edition, which is like the original – only better....

Steve Merrett, Editor
Mean Machines

Yep, Saturn Fever has hit the good ship MEAN MACHINES, with the likes of Clockwork Knight taking up more time than they should. The Mega Drive hasn't been ignored either, with Jelly Boy deserving special praise for its belly-bouncing japery. 'Tis a pity about the crap 32X relases, however....

Richard Leadbetter, Editor
Sega Magazine

Although 32X and the incredible Saturn have been hogging the headlines, there's been a fair amount of quality 16-bit wares released in the meantime. One that looks superb is The Adventures of Batman and Robin on Megadrive. It looks great, and it sounds plays excellently. It's going to be big.

Alan Dykes, Editor
CU Amiga

Mortal Kombat II may be more of an "event" but I've been playing Shadow Fighter. It's a very down-to-earth game of the beat-'em-up variety with long-term playability, lots of characters and more to come on a data disk. The game's a pleasant surprise: Gremlin only acquired it a month ago.

Andy Nuttall, Editor
The One for Amiga Games

People aren't used to having good cutesy platformers on the Amiga, but with Boo from MicroProse in development that might change. MicroProse did very well out of Impossible Mission 2025, and it wasn't particularly good – so if Boo turns out to be as nice as it looks it'll do well for itself.

David Upchurch, Editor
PC Games

Wing Commander 3 most definitely. For a start it's got Mark (Luke Skywalker) Hamill in it, plus, although it's not genuinely interactive, it feels like a movie, sets a high standard in direction, and unlike many games which use live action sequences, the sets aren't made of old egg boxes.

Christina Erskine, Editor
PC Review

I was hoping for thrills with the PC version of Voyeur, a nudge-nudge game which promises lots of, er, 'action'. Sadly, it was an empty tease, but hey, I'm not bitter — I also managed to nab a copy of the SimCity Urban Renewal Kit and I've been redesigning all my SimBuildings ever since.

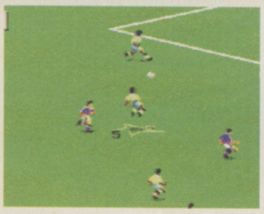
Steve James, Managing Editor
Computer and Video Games

Last month we said Virtua Fighter was the best first game for a new machine in a dog's ages. And so it was – until this issue when Ridge Racer on PlayStation came our way. You'd have to be some mad bugger of a driver to keep on the road in the advanced stages of the game – but you'd have to be mad full stop not to be wowed by it at all!!!

chart attack with HMV

all format top 20

1	● **FIFA Soccer 95**	EA	Mega Drive



Still at the top, although Earthworm Jim, which has risen eight places this month, is snapping at its heels.

2	▲ **Earthworm Jim**	Virgin	MD/SNES
3	▼ **Donkey Kong Country**	Nintendo	SNES
4	✪ **Mortal Kombat 2**	Acclaim	Amiga/SNES/MD/GB/GG
5	✪ **Cannon Fodder 2**	Virgin	Amiga
6	▼ **Secret of Mana**	Nintendo	SNES
7	▼ **Micro Machines 2**	Codemasters	Mega Drive
8	▲ **The Lion King**	Virgin	MD/SNES/GB
9	▼ **PGA Tour 3**	Sega	Mega Drive
10	▲ **Rugby World Cup**	EA	Mega Drive
11	▲ **Football Glory**	Black Legend	Amiga
12	● **Rise of the Robots**	Time Warner	Amiga/PC
13	▼ **Street Racer**	Ubi Soft	SNES
14	▼ **Jimmy White's Snooker**	Virgin	Mega Drive
15	✪ **Magic Carpet**	EA	PC CD-ROM
16	✪ **All New World of Lemmings**	Psygnosis	PC CD-ROM
17	✪ **Ecstatica**	Psygnosis	PC CD-ROM
18	✪ **Super Bomberman 2**	Virgin	SNES
19	● **Doom 2**	Virgin	PC CD-ROM
20	▼ **Mega Bomberman**	Sega	Mega Drive

key ● non-mover ▲ move up ▼ move down ✪ new entry

Yes, it's the Christmas charts and who's going to fill that all-important number one spot? Could it be East 17? Well quite frankly my dears, we don't give a damn because we're into computer games here and we just wanna know whether it was Mortal Kombat...

snes top 5

1	● **Donkey Kong Country**	Nintendo
2	✪ **Super Jedi**	Virgin
3	✪ **Earthworm Jim**	Virgin
4	▼ **Secret of Mana**	Nintendo
5	✪ **FIFA Int.Soccer**	Ocean

gb top 5

1	● **Donkey Kong**	Nintendo
2	▲ **Tetris 2**	Nintendo
3	✪ **Space Invaders**	Nintendo
4	✪ **NBA JAM**	Acclaim
5	✪ **Power Rangers**	Bandai

nes top 5

1	● **Tetris 2**	Nintendo
2	● **Kirby's Dreamland**	Nintendo
3	● **Pacman**	Nintendo
4	● **Micro Machines**	Codemasters
5	● **Yoshi's Cookie**	Nintendo

mac top 5

1	● **Rebel Assault**	LucasArts
2	✪ **Star Trek Next Gen.**	QuickTime
3	✪ **Prince of Persia 2**	Broderbund
4	✪ **Myst**	EA
5	▼ **Complete Lemmings**	Psygnosis

pc top 5

1	✪ **Little Big Adventure**	EA
2	✪ **Nascar**	Virgin
3	✪ **Magic Carpet**	EA
4	✪ **Creature Shock**	Virgin
5	✪ **ANW of Lemmings**	Psygnosis

md top 5

1	● **Fifa Soccer 95**	EA
2	▲ **Micro Machines 2**	Codemasters
3	▼ **PGA Tour Golf 3**	EA
4	● **Earthworm JIm**	Virgin
5	✪ **Rugby World Cup**	EA

mcd top 5

1	✪ **Rebel Assault**	JVC
2	✪ **Snatcher**	Konami
3	✪ **Soul Star**	Sega
4	▼ **Jurassic Park**	Sega
5	▼ **FIFA Soccer**	EA

ms top 5

1	● **The Lion King**	Virgin
2	● **Mortal Kombat 2**	Acclaim
3	● **Sensible Soccer**	Sony
4	● **Sonic Chaos**	Sega
5	● **Desert Strike**	EA

gg top 5

1	✪ **FIFA Soccer**	EA
2	● **The Lion King**	Virgin
3	✪ **Pete Sampras**	Codemasters
4	▼ **Mortal Kombat 2**	Acclaim
5	● **NBA JAM**	Acclaim

amiga top 5

1	✪ **Cannon Fodder 2**	Virgin
2	✪ **Theme Park**	EA
3	✪ **Mortal Kombat 2**	Acclaim
4	✪ **Football Glory**	Black Legend
5	▼ **Premier Manager 3**	Gremlin

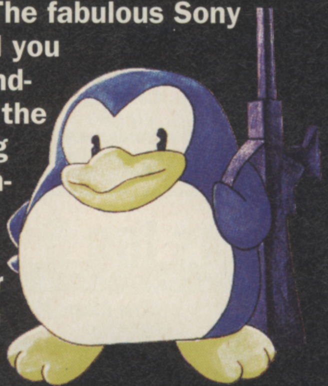
3do top 5

1	✪ **Street Fighter T/X**	Panasonic
2	▼ **FIFA Soccer**	EA
3	✪ **Demolition Man**	Virgin
4	▼ **Road Rash**	EA
5	▼ **Madden Football**	EA

cvg's top 5

1	✪ **Ridge Racer**	Namco
2	▼ **Virtua Fighter**	Sega
3	▼ **Super Metroid**	Nintendo
4	✪ **Jungle Book**	Virgin
5	✪ **Sim City**	Nintendo

IT'S YOURS!



At last it's here. The fabulous Sony PlayStation. And you could soon be finding out exactly what all the fuss is about by entering this CVG compo and winning one of the wonder consoles!

Just send the answer to the question below in to us and whoever sends the first correct entry pulled out of the bag will find a compact box of extraordinary games power landing on their doorstep...

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PlayStation
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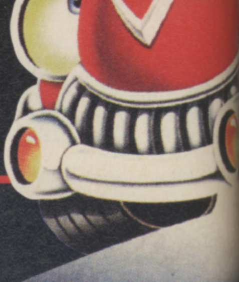
START

THE QUESTION IS...

What's the currency of Japan?

Unbelievably easy, eh? So send that postcard in now!

Closing date 15 March. Send your entry to: PlayStations are ace comp, CVG, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Not open to employees of EMAP Images. The editor's decision is final and no correspondence will be entered into. No cash alternative will be offered.



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Don't miss our 1995 games guide... as Computer and Video Games goes Stateside to the annual winter Consumer Electronics Show in Las Vegas where games publishers the world over will be unveiling the major games they'll be releasing this year. This is the first major gaming event of 1995 – so be sure to reserve your copy of next month's issue to catch up with the latest news of the games that are coming your way!

CVG 160 – OUT FEBRUARY 15

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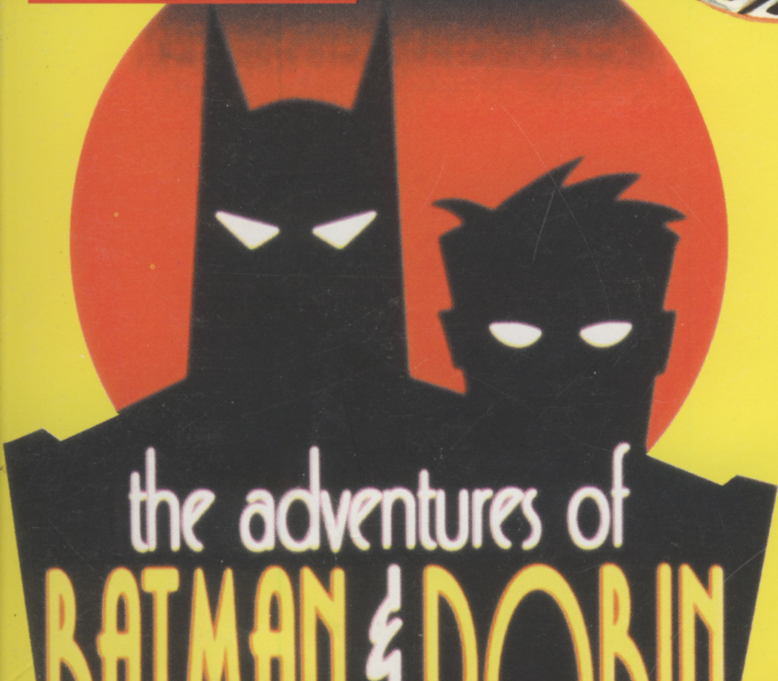

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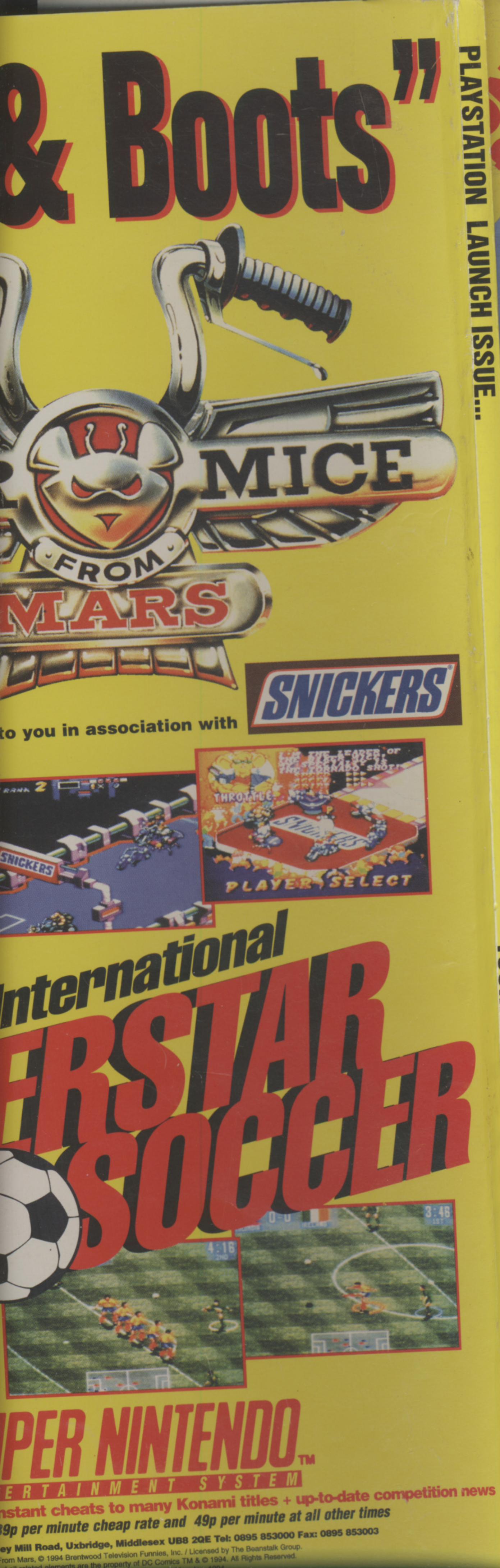

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